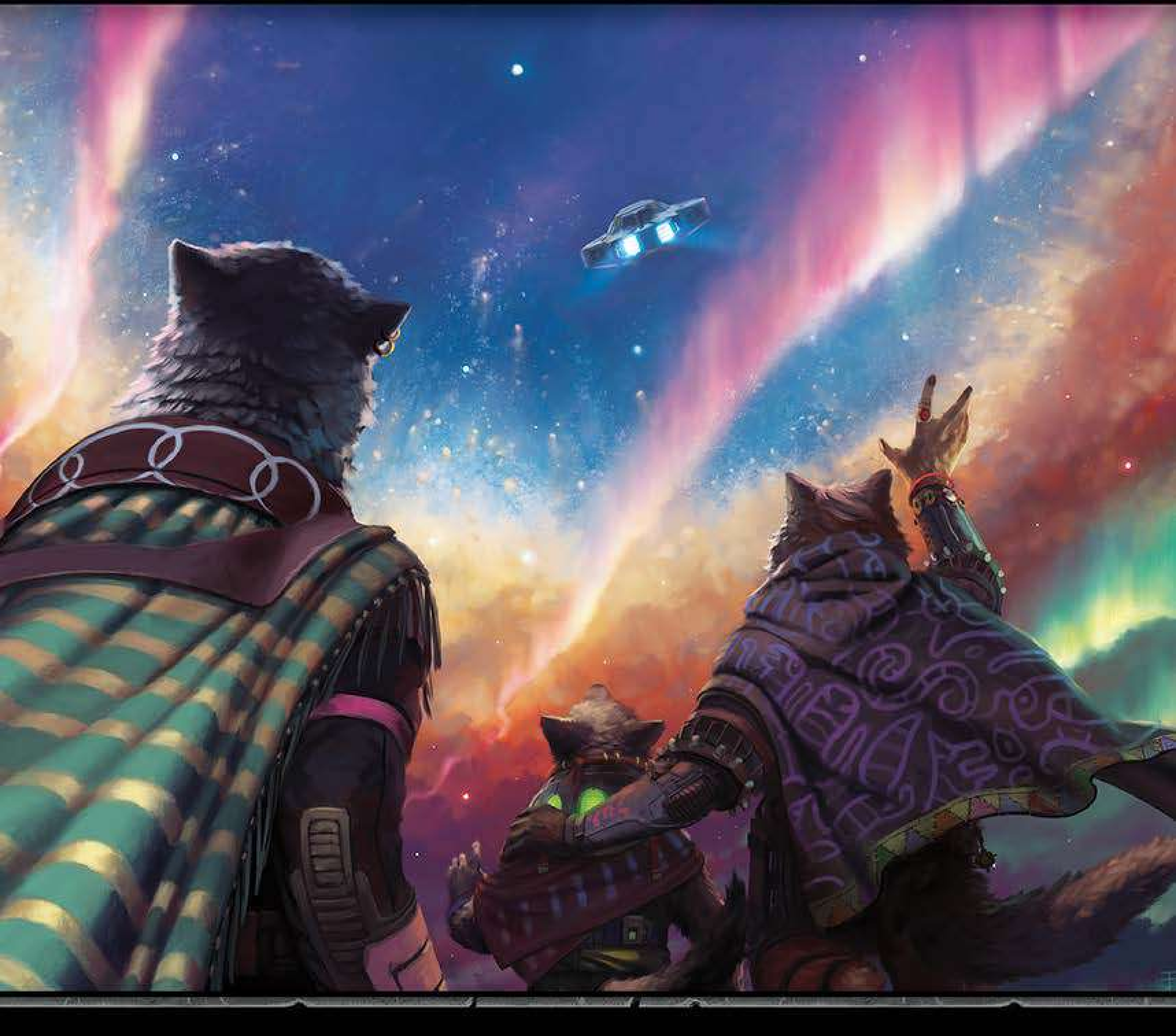
TRAVELLER

THE SPINWARD EXTENTS



SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

TRAVELLER

THE SPINWARD EXTENTS

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CONTENTS

INTRODUCTION 02
THE BEYOND 03
VANGUARD REACHES 190
INDEX 367

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INTRODUCTION

Spinward of the Third Imperium, rimward of the Zhodani Consulate and coreward of the Aslan Hierate are sectors at the edge of Charted Space, home to alien races, lost colonies and people seeking new homes. The Beyond and the Vanguard Reaches are turbulent sectors, full of small interstellar states and isolated worlds.

A scattering of Humaniti from various races first arrived in the region more than 3,000 years ago and Aslan began to encroach 1,000 years after, creating conflict that continued for more than a millennium, but only in the past five centuries has the Spinward Extends been fully settled. Old empires persist, new empires have formed and interstellar technology has spread to native races, allowing them to form their own empires. The Sred*Ni, Murians and Eslyat share the stage with Major Races. The Kemlae, Freni, Zhdianshe and others have left their homeworlds to travel among the stars.

The Spinward Extents are not immune to the power struggles of great states but local interests and rivalries matter more than wars between Consulate and Imperium. Exiles and renegades, entrepreneurs and prophets have space to bring unique cultures to life. Others just want to be left alone. The tapestry of cultures and the gaps between them allow for adventure and intrigue, wonder and terror, for those who dwell in the Spinward Extents.

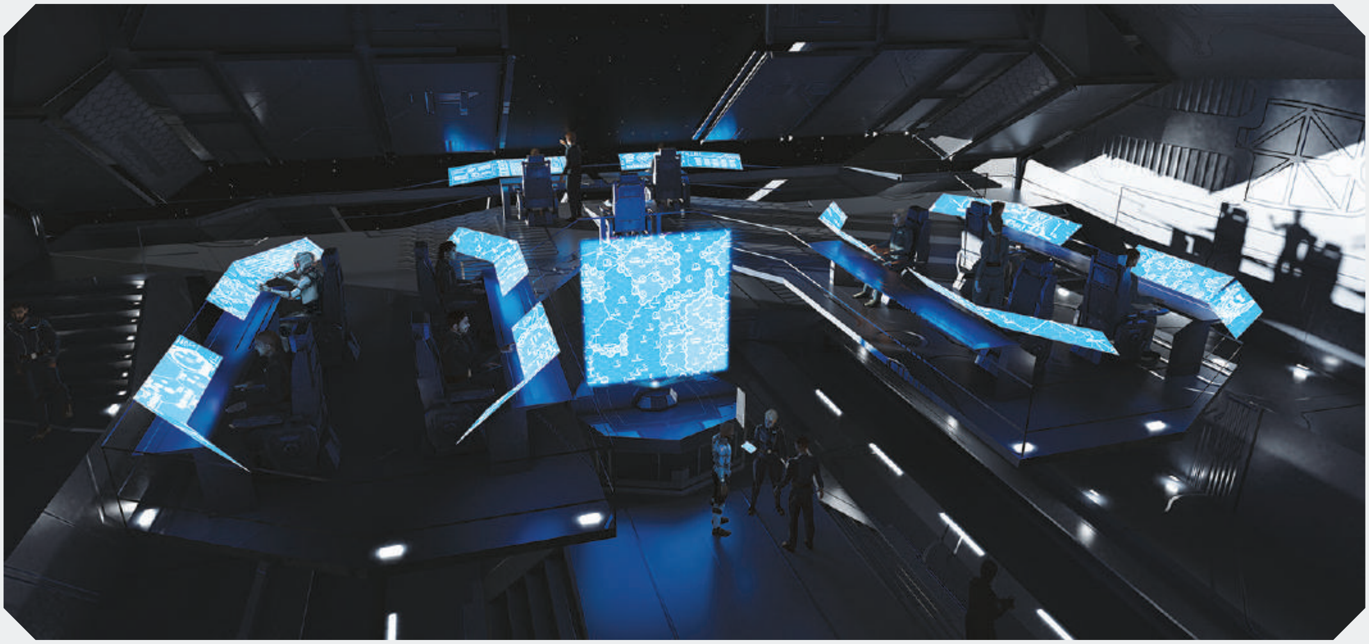
BASES IN THE SPINWARD EXTENTS

The most common bases in the Imperium are detailed on page 259 of the *Traveller Core Rulebook* but several others can be found in The Beyond and Vanguard Reaches, and are marked in the subsector descriptions later in this book.

Aslan Clan Stronghold (ACS): A large Aslan clan facility – the world is likely the home of an important pride or is strategically important.

Corsair Base (C): Popularised by Vargr, corsair bases do not have the full range of facilities as naval bases but provide enough to refuel and maintain corsair ships. A corsair base is often the main staging point from which raids are conducted.

Military Base (M): These are planetary facilities for the support, maintenance, repair and refit of ground vehicles and troops.



THE BEYOND

The Beyond lies entirely outside of the Third Imperium and Zhodani Consulate and at the edge of Aslan expansion behind the Claw. Large empires have never claimed its space but adventurous, determined or desperate settlers among Humaniti, Aslan and Vargr have encroached upon the once uncharted star systems of The Beyond for nearly 3,000 years. Although Major Races from distant worlds have carved out slices of the sector, the native Sred*Ni and neighbouring Floriani hold territory and resist encroachment.

A few native races and a scattering of sophonts transplanted by the Ancients have occupied a small number of systems in The Beyond for hundreds of thousands of years. The first starfaring humans to settle in the sector were dissidents from the Sindalian Empire in the neighbouring Trojan Reach. This Sindalian Diaspora continued until -1400, bringing civilisation to a few dozen worlds with many joining the Corellan League, a confederation of occasionally fractious systems.

A thousand years prior to the formation of the Third Imperium, Aslan explorers and settlers from across the Great Rift began to encroach into the sector's rimward and trailing corner. The eventual contact and conflict between the League and expanding Aslan marked a second era in the history of The Beyond. For 1,000 years, Humaniti and Aslan fought a dozen conflicts. The arrival of scouts from the Third Imperium during the early 200s brought news of resurgent human civilisation. However, aid came not in ships or troops but in diplomacy, which ended the Aslan Expeditions with the Peace of Kaiear in 422, more than 40 years after the Peace of Ftahalr had brought amity between the Third Imperium and the Aslan Hierate.

Only then did new human settlers from the Third Imperium begin to arrive, sporadically at first, then in a Great Pulse of immigration in the 600s following the turbulent period of the first two Frontier Wars and the Civil War. The sporadic waves of settlers from Imperial space marked the beginning of the present era of The Beyond's history, with the region becoming more reliably linked to the wider civilisations of Charted Space. The Beyond remains a volatile frontier region, with various races and states trading, competing and occasionally fighting to carve out their piece of the sector.

PRE-ASLAN ERA

The first non-native settlers to enter The Beyond after the fall of the Ancients were dissidents and refugees from the Sindalian Empire. For centuries, a few sparsely populated worlds represented one of the furthest outposts of Solomani-descended Humaniti. Although pre-Maghiz Darrian scouts and Vargr settlers began to arrive from trailing and coreward in the latter part of this period, the arrival of the first wave of Aslan settlers was what ended this early era of The Beyond's history.

ASLAN EXPEDITIONARY ERA

The arrival of Aslan scouts and *ihatei* settlers changed the nature of The Beyond. No longer was it an isolated and sparsely settled region subject to few outside influences. The stress of Aslan expansion, and to a lesser degree the arrival on the interstellar scene of the Floriani and Sred*Ni, brought external pressures on the squabbling post-Sindalian settlements, at times uniting and at others fragmenting the Humaniti of The Beyond. For 1,000 years, conflict dominated the region with a dozen Aslan Expeditions – wars – fought between -603 and 422.

SETTLEMENT ERA

The Imperial consul of Waypoint (Tartakover), Alberto Rannvik, later Baron Rannvik, negotiated an end to 1,000 years of conflict between the Corellan League and the Aslan Hierate – or technically began an armistice with the 11 clans who signed the Peace of Kaiear. The Storm Knights, long a fixture of Corellan culture and myth, removed themselves from active participation in League matters and became rulers of the Stormhaven Republic buffer state. This landmark treaty also began the period of influence of the Third Imperium upon The Beyond. Prior to this era, the only permanent Imperial presence was the research station at Delta Cephei. In the century following the Peace of Kaiear, Imperial scouts, traders and even settlers began to affect the politics and demographics of The Beyond. By the 600s, a Great Pulse of Imperial settlers entered The Beyond, with some continuing spinward into the Vanguard Reaches. Some of these new settlers were absorbed by existing systems and states, others founded new settlements and governments, which persist into present times.

TIMELINE

~-300000	Age of the Ancients. Mal'Gnar bioengineered and transported to Mal'Gnar El.
~-290000	Ancients civilisation destroyed in cataclysmic war.
~-20000	Native Dacadadan civilisation shattered by a nuclear war.
~-18000	Dacadadans become extinct after a long decline.
~-2000	First Solomani scouts from the Empire of Sindal reach Delta Cephei.
-1733	First settlement of Oberon (Htoleakh) by Sindalian dissidents, beginning the Sindalian Diaspora.
-1598	The Sindalian Empire destroys the first Oberon colony.
-1597	Corella founded by refugees from Oberon. Original Corellan Constitution signed.
-1531	The Kemlae of Kemlos first contacted by Corellan scouts.
-1520	Pritchard settled by Pritchard I from Salif.
-1482	Miranda (Centrum) settled by Corellan colonists as a mining outpost.
~-1450	Oberon (Htoleakh) and Halifax (Eteasteah) resettled by Sindalian refugees and defectors.
-1409	Corellan League Reformed Constitution is signed.
-1409	Miranda is renamed Centrum and becomes the Corellan League capital.
~-1400	Keshto, Valhalla, Yangikent and Garrone (Stormhaven) settled at the end of the Sindalian Diaspora.
-1237	First Corellan League Crisis occurs as Centrum and Valhalla secede.
-1132	Treaty of Centrum returns Centrum and Valhalla to the Corellan League.
-985	Tentative contact between Corellan and Darrian scouts at Kazar.
~-900	Vargr colonisation of Thoznaen.
-873	Second Corellan Crisis begins as Valhalla and Garrone secede.
~-800	First Aslan scouts and *ihatei* reach The Beyond.
-793	Treaty of Garrone strengthens the League and establishes the Corellan League Star Fleet.
-628	Oberon is overrun by Aslan *ihatei*. Refugees flee to Halifax and settle Charanta.
-604	Halifax is overrun by *ihatei*. The Storm Knights are established on Garrone.
-603	The First Expedition begins as the Storm Knights attempt to liberate Halifax from the Aslan.
-225	The Floriani acquire jump drive technology from a wrecked Aslan ship.
-123	Countess Fatima, exiled from Albe, settles Bruhkarr with her household and followers.
-113	The Sred*Ni acquire jump drive technology from a seized Corellan transport.
-104	Waypoint (Tartakover) settled as a Corellan trading outpost to Bruhkarr.
40	Peopus settled by the Florian League as a mining colony.
80	The Aslan deviant Aioaoa clan settles on the world Aioaoa.
98	The Tlasayoae clan unleashes a bioweapon to destroy the Ktiauao of Ka'aheakh.
203	Third Imperium scouts make first contact with Bruhkarr and the Corellan League.
234	The Corellan League and I'Sred Protectorate sign the Treaty of Waypoint, establishing relations.
304	The Imperial Interstellar Scout Service establishes a research station at Delta Cephei.
347	An I'Sred Protectorate embassy opens on Shalukin, starting trade with the Corellan League.
420	Corellan League civilians begin to revolt against the influence of the Storm Knights.
421	The Storm Knights seize control of Garrone and rename the world Stormhaven.
422	The Peace of Kaiear ends the Twelfth Expedition and recognises the independence of Stormhaven.
433	Nakris colonised by Corellan and Imperial settlers. Nakris Confederation proclaimed.
530	Migration of primarily religious settlers from the Imperium begins.

589	The First Frontier War between the Zhodani and Imperium starts a wider settlement movement.
603	The Principality of Bruhkarr becomes a client state of the Third Imperium.
605	The ‘Great Pulse’ Imperial colonists begin to settle on habitable worlds throughout the sector.
615	The Bruhkarri Succession Crisis results in establishment of the Katanga Free State.
624	First Corellan contact with Eslyat scouts after they reverse-engineer a Zhodani jump drive.
629	Lod settled by exiled nobles on the losing side of the Imperium’s Civil War.
637	Zhodani traders from the Colonnade Province arrive at Corella.
638	Pirate lord Mapepire Balysan establishes the gas giant ring outpost which will bear his name.
640	The Great Pulse of settlement subsides after the disruption of the Imperium’s Civil War ends.
648	An I’Sred Protectorate embassy on Web Edge establishes further diplomatic and trade links.
694	The I’Sred Protectorate destroys an unauthorised Human settlement and sterilises Retribution.
705	The Kajaani Triumvirate secedes from the Corellan League.
732	The Corellan Federal Constitution is ratified, sparking protests of interference from religious worlds.
735	The Third Imperium ends the pirate-sponsoring Thoznaen Empire by destroying its capital Kozrizgi.
742	The Corellan Federal Constitution is revoked, leaving the League a weak confederate government.
745	Former Corellan Federalists establish the Hefrin Colony worlds.
820	A decade-long surge in migration from the Imperium follows the Psionic Suppressions.
930	Zydar gains control of Tirost and names the world for himself, founding the Zydarian Codominium.
984	Bruhkarr ends its relationship with the Third Imperium and legalises psionics.
1032	The Zydar-Nakris War begins as a conflict over the Zydarian Star Legion’s aggressive ‘tithing’.
1034	The Zydar-Nakris War ends with the Siege of Zydar and restrictions on Star Legion activities.
1082	Katanga allies with the Zhodani Consulate during the Fourth Frontier War.
1084	An Imperial commerce raiding force destroys the Highport at Tontrir.
1105	Current Year.

GOVERNMENTS OF THE BEYOND

The Beyond is a fragmented sector of frontiers and small states. The trailing subsectors of The Beyond mark the spinward frontiers of the Aslan Hierate and Florian League. On the spinward edge of the sector, the Corellan League is the oldest and largest Humaniti-dominated state and a progenitor of many of the smaller states surrounding it, such as the Stormhaven Republic, Nakris Confederation, Hefrin Colony and even the Zydarian Codominium. More recent arrivals from the Trojan Reach founded Bruhkarr and Katanga, and finally settlers from the Third Imperium established the Duchy of Mapepire and the Monarchy of Lod. The only native race to establish an interstellar state in The Beyond is the Sred*Ni, whose I'Sred Protectorate is off-limits to all except two authorised trading combines.

PRINCIPALITY OF BRUHKARR

The Principality of Bruhkarr is a principality without a prince – at least not a conscious prince. The 1,200-year-old polity has officially been ruled by Prince Rashid II for more than 200 years. Rashid, last of his line, has remained in suspended animation at the edge of death since he suffered a brain aneurism on his 42nd birthday in 894. In his name, a series of regents has ruled the Principality at the head of the Council of Notables.

Bruhkarr was settled in -123 by Rashid's ancestor Countess Fatima, the head of House Bruhkarr, a faction that lost a power struggle on Albe in the Trojan Reach. A remnant of the fallen Sindalian Empire, Albe ironically has its own frozen ruler who – unlike Rashid – can be periodically revived.

Fatima and her daughter Alia retained the title of countess but in the course of a century, they systematically expanded their domain until Bruhkarr became the capital of a dozen fledgling colonies across the subsectors now known as Liberty Bell and Katanga. Alia's son, Malik I, unsatisfied with the title of count, proclaimed himself Prince of Bruhkarr in the year 34.

For the next two centuries the Principality concentrated on developing its economy rather than expanding. Bruhkarr was one of the first states encountered by scouts from the Third Imperium when they reached The Beyond. Prince Malik II established friendly relations with the distant Imperium but the Principality's requests for client state status were rebuffed until 603, during the latter phases of the First Frontier War. By then Bruhkarr had become an ossified declining state. Its own civil war coincided with the Third Imperium's and Katanga broke away from the Principality during the Succession Crisis of 615.

Unable to maintain control of wayward colonies, by the time Rashid I secured his throne in 633 the Principality was reduced to just Bruhkarr and outposts on Khimi and Koewing. Rashid's grandson, Malik III, restored Bruhkarr to its present size after conquering Yaple in 701. For nearly two centuries, the Principality was a stable state with good connections among its neighbours and a solid relationship with the Third Imperium.

Rashid II's aneurism marked a new era for the Principality. Not only did the first regent, Nyalla Osiri, seize the reins of government, she also ended Bruhkarr's client state relationship with the Third Imperium, proclaiming the neutrality of the Principality and legalising the practice of psionic disciplines. While Bruhkarr never became a Zhodani client state, the Consulate increased its diplomatic presence and helped to establish Psionic Institutes on Bruhkarr, Yaple and Braga.

The ongoing Regency Period has led to structural reforms across the Principality. Successive regents divested Rashid II's direct ownership of key industries, accepting a non-controlling interest in monopolies in return for a steady stream of income from better run businesses. Although the business climate within the Principality favours these monopolies, the regulatory and legal systems of the Principality are considered fair and uncorrupted. The welfare of the average citizen is considered to a certain degree, although the 'Big Thirty' conglomerates of Bruhkarr are considered 'too big to fail' and have become protected from poor economic decisions to the detriment of challengers.

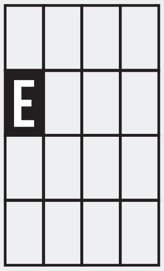
House Bruhkarr was always the only noble house in the Principality and Rashid II is its only 'surviving' member but powerful dynasties of business owners have remained entrenched for centuries, limiting social mobility. Fortunately, Bruhkarr is a wealthy industrial world known for exporting quality high-tech goods such as power plants and robots throughout the region and it can afford a generous social safety net. The current regent, Aden Dahlgren, is concerned with stability above all else and is careful to avoid foreign entanglements. While psionics are legal, they are not woven into the fabric of society. Psionic practices are part of standard therapies for the mentally ill and criminals but, unlike the Zhodani Consulate, no Thought Police exists – at least not officially – and the average citizen can purchase and use a psionic shield, another popular Bruhkarri export item.

The Principality of Bruhkarr does not maintain a strong military. Its major concerns are piracy in surrounding regions and its Royal Navy is mostly focused on commerce and system protection, favouring frigate and corvette class ships for patrol duties and large monitors for system defence. The Royal Navy maintains no capital class starships, although several 100,000-ton monitors defend home systems and custom jump shuttles can transport them as makeshift battle riders if needed.

The Principality maintains strong trading relations with the Corellan League and Avalar Consulate. Purported Mapepire support of piracy has led to a tense relationship with the Duchy and relations with the Third Imperium have never fully recovered from the policy changes following Rashid II's incapacitation. The largest unknown in the Principality's future is the nature of the state if the last member of House Bruhkarr dies, but a body in suspended animation can remain preserved for millennia. Unless Rashid II is revived to be declared brain-dead, the current fiction – which serves the Principality and its people well – can continue indefinitely.

The Principality has always had a hostile or at best cold relationship with the Katanga Empire. The ongoing civil war on Balleau pits pro-Bruhkarri city states against isolationist and pro-Katangan elements and risks accidental escalation as both Bruhkarri and Katangan governments fight in effect a proxy war to prevent the other from gaining control of the system. As yet, rumours of war have remained just that.

CORELLAN LEAGUE



The Corellan League claims to be the second oldest existing continuously governing interstellar state of Humaniti after the Zhodani Consulate. As Article Seven of the Corellan constitution lays out the framework for an interstellar Corellan League, this claim may be technically accurate but no other systems were settled until -1535 and the League itself has undergone many changes in membership, organisation and cohesion over its theoretical 2,700 year existence. At one point it encompassed worlds across half the sector and into the Vanguard Reaches and at times it was reduced to a few squabbling worlds and dependent systems. In its current state, it remains the largest government of Humaniti in The Beyond, stretching across 79 systems, including four systems in the Vanguard Reaches, and counting 12.8 billion sentient beings – 7.8 billion human – as its citizens.

The League began with the settlement of the world of Corella by Sindalian dissidents in -1597. The founders were allied families of Sindalian elites opposed to the concentration of power and autocratic tendencies, which had transformed Sindal from a cooperative defence league into a despotic empire. These dissidents were the first members of what historians call the Sindalian Diaspora, first settling worlds now controlled by the Aslan, notably Oberon – now Htoleakh – but raids by three successive Sindalian emperors forced the dissidents to abandon these colonies and retreat 50 parsecs beyond Old Sindal to Corella. Some dissidents did not think this was far enough and pushed the Diaspora onward, reaching Andwella, Fulani, and perhaps further spinward, but contact with these distant outposts was eventually lost.

For centuries, the entire sector was only sparsely settled. The dozen systems colonised by the Sindalian Diaspora comprised The Beyond's entire population of Humaniti outside Mal'Gnar El. The League became the only interstellar state in The Beyond with the settlement of Tatiana – now Garr – in -1535. The Kemlae joined the League almost immediately upon contact in -1531, becoming the second race and system to join the nascent organisation.

The League's bond with member states varied over time, with all the Sindalian Diaspora colonies except Keshto and Pritchard being at least occasional members. Some of these worlds had been directly settled from those fleeing Sindal, others, like Miranda

– now Centrum – had been settled from Corella. With the signing of the Reformed Constitution of -1409, the League was strengthened and power shifted away from Corella by solidifying the authority of League institutions and moving the capital to Miranda, which was renamed Centrum.

Two crises nearly dissolved the Corellan League. The first was precipitated by the secession of Centrum and Valhalla in -1237, and the second by the secession of Garrone – now Stormhaven – and Valhalla (again) in -873. By -850, the League was reduced to little more than Corella, Centrum, Kemlos, and a few minor colonies and outposts.

The arrival of Aslan scouts and settlers after -800 changed this dynamic and strengthened the bonds between the worlds of Humaniti in response. In -793, the Treaty of Garrone saw the return of the League's two powerful wayward members and strengthened the union by increasing the powers of taxation and establishing the Corellan League Star Fleet.

During the millennium between -603 and 422, the League's Star Fleet launched the Twelve Expeditions, campaigns to prevent or reverse Aslan expansion. The celebrated Storm Knights were at the forefront, commanding ships and surface detachments to defend or reclaim dozens of worlds, including Garrone (twice). The strains of the long period of conflict brought the League to near civil war by 420 but this crisis triggered a conference sponsored by a lone diplomat from the Third Imperium and led in 422 to the Peace of Kaiear between the League and 11 Aslan clans. The treaty brought peace but also the expulsion of rebellious Storm Knights and the establishment of the splinter state of Stormhaven, as Garrone was thereafter known.

Over time, other splinter states have formed from former League members – some permanently, some temporarily – in response to a diplomatic spat. Immigration from the Third Imperium also changed the nature of the League. Religious pilgrims arrived in the years after the Peace of Kaiear, some settling virgin worlds and some intermingling with established populations. Following the early seventh century

The full members of the Corellan League are:

Location	Name	Statistics	Settled	Per capita GWP (Cr)	Population	GWP (MCr)
0825	Abchandler	C869674-6	430	3600	6,000,000	21600
0920	Angkor	E312775-8	337	14400	80,000,000	1152000
0625	Asimov	D555695-B	-442	19008	6,000,000	114048
0723	Atlantis	B86A657-C	335	44928	5,000,000	224640
1411	Bantu	C563655-8	-1367	12480	7,000,000	87360
1118	Bushido	A577738-C	-948	3240	50,000,000	162000
V3112	Caenard	B659799-B	-1497	10560	60,000,000	633600
1023	Cambyses Nova	C546475-6	507	2000	50,000	100
0915	Centrum	C5638C9-9	-1482	10800	600,000,000	6480000
1320	Chang	C865557-6	637	4212	300,000	1264
0513	Chulte	B310555-B	-1498	17160	700,000	12012
0314	Corella	A864855-D	-1597	30420	800,000,000	24336000
1319	Costen	D756434-4	639	6144	40,000	246
0522	Dawn	E583783-3	362	3240	50,000,000	162000
0216	Dorstyal	BA96847-B	-1454	5280	400,000,000	2112000
0821	Farquhar	E967541-3	338	810	500,000	405
1414	Freya	A869646-B	-1570	71280	6,000,000	427680
0714	Garr	D8679D8-4	-1535	1152	4,000,000,000	4608000
0114	Gehenna	B5487AA-A	-1421	21600	40,000,000	864000
0623	Healer	E689422-5	659	9000	50,000	450
0329	Indaraliggu	B57A557-B	428	34320	400,000	13728
0220	Innuit	CB97778-8	-592	1200	40,000,000	48000

Frontier and Civil Wars, a Great Pulse of nearly 10 million immigrants reached The Beyond, with many settling within the League's borders.

An initiative to strengthen the League's governmental structure led to internal dissension and resulted in the secession of the systems that formed the Kajaani Triumvirate, removing most of the League's presence in the Vanguard Reaches. The remaining League members narrowly agreed to adopt the Federal Constitution of 732 but within a decade protests from both religious and libertarian groups forced its repeal and in 742 the League reverted to a weakened version of its decentralised confederate structure. The failure of the Federalist Movement led to the creation of another splinter state, with the most fervent Federalists exiling themselves to establish the Hefrin Colony.

In the following centuries, the League has experienced pressure on the spinward border from the expanding Eslyat and has allowed the secession of the Zydarian Codominium worlds to rimward but the decentralised League has continued to function mostly to the satisfaction of its diverse citizenship and fractious neighbours.

The League is a government of member worlds, not people. The League's 49 full members are self-governing worlds with a population of at least 10,000. These members send two representatives to the League Assembly, which convenes for a 90-day legislative session every standard year aboard the Capital Orbital habitat, a station in geosynchronous orbit above Corella. For many centuries prior to the repeal of the Federal Constitution in 742, the League's members had met continuously in the Grand Assembly Hall, a chamber within the ornate Grand Centrum

1314	Jeremiah	A9758D8-B	557	2475	100,000,000	247500
0616	Kemlos	B5679B8-8	n/a	3360	5,000,000,000	16800000
0724	Kermanshah	C412456-A	544	13000	90,000	1170
V3119	Kjonaas	E551478-4	192	3200	70,000	224
0107	Lanthesandra	D940576-6	651	3072	300,000	922
0316	Liberty	C4406BB-9	-1362	8064	3,000,000	24192
V3213	Lorigos	C546659-8	-1452	28080	9,000,000	252720
0110	Luz Negra	C833684-9	208	1458	2,000,000	2916
0127	Lyheric	A445834-D	-594	31200	600,000,000	18720000
1613	Navarre	A7776A6-B	-732	14850	6,000,000	89100
0111	Nehwon	D866572-4	-1327	10368	300,000	3110
0911	Nemesis	E5488DC-5	764	1500	100,000,000	150000
1123	New Damascus	D655476-5	641	4800	60,000	288
0528	Ouisahed	B576643-9	435	3888	5,000,000	19440
0226	Phoenix	C666559-9	-508	2527	700,000	1769
0313	Qat's Key	CA54454-6	-1441	1560	30,000	47
0116	Quatenon	D8A6674-4	n/a	3200	2,000,000	6400
0122	Rabanitas	A869446-B	-556	6600	40,000	264
0119	Sha'anoe	B863788-B	-1162	4752	70,000,000	332640
0318	Shangra La	EB66421-4	108	2400	50,000	120
1214	Shekerleb	A310798-B	-1056	11880	50,000,000	594000
0815	Siva	C000721-A	-1392	6480	70,000,000	453600
1412	Techlan	BB85473-8	-1345	1920	30,000	58
0125	Thynca	C558621-7	-561	7560	4,000,000	30240
0311	Trayfowen	CA64549-9	-1450	9720	500,000	4860
0618	Valhalla	A963844-B	-1407	95040	600,000,000	57024000
0519	Xanadu	A7675A7-C	-1368	38880	800,000	31104

Station, a structure since deteriorated to become part museum and part over-sized second-rate highport in orbit around Centrum.

For its entire 2,700 year history, Corella has always been the cultural capital of the League. The current League government is dominated by the Corellan Great Houses and the multi-world corporations known as the Consortia. Many of these Consortia are controlled by one or more Great Houses and most maintain their headquarters on Corella. The influence of other powerful member worlds, most notably Valhalla, Kemlos, Lyheric and Centrum, prevents Corella from completely dominating League policy. However, these world governments, Great Houses, and Consortia often work at cross-purposes to official League policy and to each other.

For defence, the League maintains the Corellan League Star Fleet (CLSF), a theoretically unified combined naval and marine force composed of contributions from the military forces of various member states, mainly Corella, Valhalla, Lyheric and Dorstyal. Great Houses and Consortia also contribute token forces of paramilitary ships or troops to the CLSF, increasing the fragmentation of the CLSF's force and leadership structure. Those member worlds without the technology or resources to contribute military in kind, such as the high population worlds of Kemlos and Garr, provide additional funding to support CLSF operations.

By law, the CLSF is a combined military force directly answerable to the League Assembly but in practical terms a professional seven-member Staff Directorate sets policy and issues orders, with contributing members influencing or interfering with deployments to varying degrees.

The quality of ships and equipment differs, with more than half the fleet adhering to Valhallan TL11 specifications of jump-2 and 5G performance with standardised interfaces and designs. Corellan and Lyherican yards now contribute more advanced TL13 vessels replacing their still more numerous aging TL12 ships and equipment. These higher tech vessels operate in smaller formations focusing on communications, fast response and heavy strike roles. No CLSF warship exceeds 100,000 tons displacement and most 'major' combatants range from 1,000–10,000 tons.

Combat troops are mostly equipped to TL11 Valhallan standards. Standard armour kits are based on lightweight poly carapace or boarding vacc suits. Only a few small elite units are equipped with powered armour. Lasers are the main combat weapons of all but specialised units. Even among elite units, plasma weapons remain rare.

The CLSF maintains a dispersed deployment posture, operating out of 11 naval bases and assigned to one of 16 numbered task forces, with the term 'Fleet' reserved for the CLSF as a whole or in reference to the forces of independent member worlds or private organisations. In practice, ships and attached personnel are temporarily assigned to patrol or garrison in task groups of 2–20 ships.

The combined independent fleets of worlds and Consortia are roughly as powerful as the entire CLSF. In many cases these independent fleets are not as modern, well-trained or well-maintained as their CLSF counterparts but in some fleets a few exceptional or 'showboat' vessels or troop units brashly outperform the League's assets in some manner.

Local planetary defence is the responsibility of each member world. The CLSF does not maintain the number of combat troops to support a major ground war and the Fleet's troop organisation is focused on smaller combined Task Force units not exceeding brigade size, usually split into smaller units for use as ship's troops and garrisons.

The Corellan League is at peace with its neighbours and emphasises free trade and cultural exchange. Except for the Eslyat frontier, most of its borders face smaller human states, some of which were once members of the League but none have reason to challenge their larger neighbour. The League has fought no major wars since the signing of the Peace of Kaiear. The military is focused on protecting merchant traffic and flag-showing missions by sometimes impressive forces who have never seen battle.

While the I'Sred Protectorate confines Corellan League trade access to the port and trade authority on Shalukin, the League's respect for I'Sred policy is returned by its tolerance for League visitors; the I'Sred provide visas to 10 times as many Corellan League citizens as to those from all other interstellar states combined.

Further afield, the Corellan League maintains diplomatic and trade relations with all human-dominated states of The Beyond, although the Florian League is not a significant trading partner. Relations with states in the Vanguard Reaches is constrained by Eslyat expansion, with relations and trade to spinward generally confined to the Kajaani Triumvirate, although diplomatic ties to the Trelyn Domain are improving. The distant Third Imperium and Zhodani Consulate maintain some contact with the League and have embassies at Corella but the large states are too distant to be important considerations for the League, a sentiment reciprocated by those great powers.

The Eslyat Magistracy is viewed with increasing suspicion. Although diplomatic relations remain overtly cordial, trade is nearly non-existent and both sides have increased patrols along their border. The CLSF has recently upgraded its Vanguard Reaches naval bases at Caenard and Faenzi.

ACRUX HEAVY CRUISER

The Acrux heavy cruiser is the most prevalent capital ship within the Corellan League's borders. Produced in large numbers by the shipyards at Valhalla and in much smaller numbers under license by Jeremiah, the Acrux design is more than a century old and not as advanced as ships produced by Corella or Lyheric. However, mass production and modifications based on decades of service has turned the 50,000-ton vessel into a solid hard-hitting warship with no fundamental operational flaws.

Equipped with a 7,000-ton particle accelerator spinal mount, five large missile and torpedo bays, and 10 particle beam bays underneath a tough coating of crystaliron armour, it is able to stand in the line of battle against any enemy likely to be encountered. The ship has a compact profile, shaped like a weapons-studded rounded brick with a slightly broader engineering section. While not designed as a carrier, the Acrux can hold up to 40 standard Type G 36-ton fighters or attack boats and carries 150 ship's troops. The Regulus sub-class performs a carrier role by trading its torpedo bays for another 50 Type G slots and supporting personnel. With a standard complement of more than 600 crew and troops, and the capacity to support 135 more, the Acrux is equipped with a flag bridge and is often the flagship of heavy-hitting task groups.

Valhalla has 24 Acrux and Regulus warships assigned to active CLSF service and another 24 in service with the Valhallan Star Force. To date, Jeremiah has completed two Acrux warships: *Wrath of God* is in service with the CLSF and *Righteous* is the flagship of the Jeremiahan Defence Force.

While as technologically obsolete as a First Imperium warship, an Acrux heavy cruiser is not designed to stand against frontline Imperial or Zhodani warships. Few foes in The Beyond can withstand repeated salvos of 600 missiles and 150 torpedoes backed by particle beams fired from spinal mount, bays and barbettes. With no major combat actions on record, its superior reputation is based strictly on patrol and flag-showing deployments. How the ships would stand against countermeasures employed by a major Aslan incursion is unknown but at least particle beams cannot be jammed or intercepted.

TYPE G BOAT SERIES

In 1032 the Valhallan Star Force developed specifications for a standard ship's boat based on a 36-ton 21x21x3 metre low-profile triangular form factor. The intent was to allow for standardised ship bay and launch tube configurations throughout the fleet. The first three resultant designs of what became known as the Type G Boat Series were the Gryphon heavy fighter, Gaja assault boat and Gaadee transport. The success of these three models led to the creation of additional variants ranging from customs boats and refuellers to designs that completely rework the internals of the G Boat frame, such as the overpowered Gwydion strike fighter and high-technology Ghost spy boat. By 1059, the Type G form factor had become the de facto standard small boat configuration for the entire Corellan League Star Fleet (CLSF).

The shared features of the Type G body are a standard hull with ventral-accessed airlock and a two-seat bridge. The hull is rated for radiation and heat resistance, atmospheric manoeuvrability and stealth, adding greatly to the expense of the basic unit but this cost is recouped when factored across thousands of high-survivability units. The streamlined pop-up laser turret maintains the G Boat's low profile, stealth and manoeuvrability, although at a cost to internal capacity. The standard power plant and engine supports 5G thrust.

GRYPHON HEAVY FIGHTER

The Gryphon is the standard heavy fighter of the Valhallan Star Force and as such is also the most prevalent heavy fighter in the CLSF. It is designed for long range strike missions with endurance to support its crew for days if necessary. With a second pop-up turret sporting a missile rack and capacity for a total of 22 missiles, it has significant stand-off capability, making it highly versatile in a variety of combat roles. Reaction thrusters capable of bursts of an additional 6G acceleration are sufficient to outrun or out-manoeuvre most foes. The Gryphon is well-regarded by both commanders and crews and more than 20,000 have seen service across the Corellan League.

GAJA ASSAULT BOAT

The Gaja is the standard small unit operations boarding and landing boat of the CLSF. With breaching tubes, forced-linkage apparatus and assault capsules, it can carry a dozen troops to their destination while under fire and deliver them safely in boarding and planetside operations. The Gaja also performs customs control duties at major starports across the League, with some variants replacing boarding operations equipment with an armoury and a brig.

GAADEE TRANSPORT

Stripped down to an empty cargo section with room for two crew bunks, the Gaadee is designed to haul 11 tons of cargo or up to 44 passengers in non-combatant roles. A refueller variant has been less successful, limited by existing internal components to only 14 tons or just 40% of total ship's mass. A modular Gaadee version dispenses with the laser turret and its associated armour to increase the internal cargo or fuel capacity to 17 tons but it has proven unable to compete with a cheaper unarmed and unarmoured G Boat frame dedicated to support roles and capable of carrying 25 tons of cargo or fuel.

GWYDION STRIKE FIGHTER

The Gwydion is the most extreme Valhallan modification of the G Boat frame, replacing the two turrets of the Gryphon with a single particle barbette and increasing the power of the reaction thrusters to 9G acceleration, albeit for shorter duration. To accomplish this goal, the small G Boat bridge was replaced by a single-seat cockpit, made uncomfortable by the intruding barbette mount. The Gwydion is capable of incredible speeds and strike power, especially for its level of technology. It is capable of rendering real damage to even heavily armoured ships but the radiation effects of the weapon limit its utility to all-out war, a scenario the Corellan League has not faced since the end of the Aslan Expeditions almost seven centuries ago.

GHOST SPY BOAT

The Ghost is another example of an extreme modification of the G Boat frame. Manufactured by Kraken Heavy Industries, the Ghost utilises advanced Lyherican technology to provide a superior stealth coating to the hull. Advanced sensors, electronic countermeasures, drones and computer compliment upgrades to drives and power plant, giving the vehicle excellent capabilities to perform intelligence gathering and other covert operations. The astronomical cost of the small craft has limited production but it can act as a force multiplier in strike and reconnaissance missions performed by elite Corellan League Star Fleet units.

ACRUX HEAVY CRUISER

CLASS: HEAVY SCOUT

TL11		TONS	COST (MCr)
Hull	50,000 tons, Close Structure, Reinforced	—	3375
	Radiation Shielding	—	1250
Armour	Crystaliron, Armour 11	6,875	1856.25
M-Drive	Thrust 5	2,500	5000
J-Drive	Jump 2	2,505	3757.5
Power Plant	Fusion (TL8) (size reduction x3), Power: 52,500	3,676	2756.25
Fuel Tanks	J-2, 8 weeks of operation	10,735	—
Bridge	Holographic Controls	60	312.5
	Command, Holographic Controls	80	468.75
Computer	Core/60 (primary)	—	75
	Core/50 (backup)	—	60
Sensors	Military Grade x2	4	8.2
	Distributed Arrays x2	8	16.4
	Improved Signal Processing x2	2	8
Weapons	Particle Accelerator Spinal Mount	7,000	2000
	Large Missile Bays (size reduction x3) x5	1,750	937.5
	Large Torpedo Bays (size reduction x2) x5	2,000	187.5
	Medium Particle Beam Bays x10	1,000	400
	Particle Barbettes x50	250	400
	Plasma Barbettes x40	200	200
	Triple Turrets (long range pulse lasers) x120	120	570
	Triple Turrets (beam lasers) x90	90	225
	Triple Turrets (sandcasters) x60	60	105
	Point Defence Batteries (type I) x10	200	50
Ammunition	Missile Storage (28,800 missiles)	2,400	—
	Torpedo Storage (7,200 torpedoes)	2,400	—
	Sandcaster Storage (4,800 canisters)	240	—
Systems	Fuel Scoops	—	1
	Fuel Processor (5,000 tons/day)	250	12.5
	Emergency Power	367.5	275.625
	Repair Drones	500	100
	Barracks (150 troops)	300	15
	Brigs x4	16	1
	Armoury	50	12.5
	Briefing Rooms x4	16	2
	Cargo Crane	4	4
	Medical Bays x6	24	12
	Training Facilities (50 personnel)	100	20
	UNREP System (500 tons/hour)	25	12.5
	Workshops x17	102	15.3

Crew

Captain,
Officers x41,
Pilots x3, Astrogator,
Medics x6,
Maintenance x33,
Engineers x83,
Ship's Troops x150,
Administrators x16,
Gunners x277

Hull: 30250

Running Costs

MAINTENANCE COST

MCr2.102215/month

PURCHASE COST

MCr25226.575

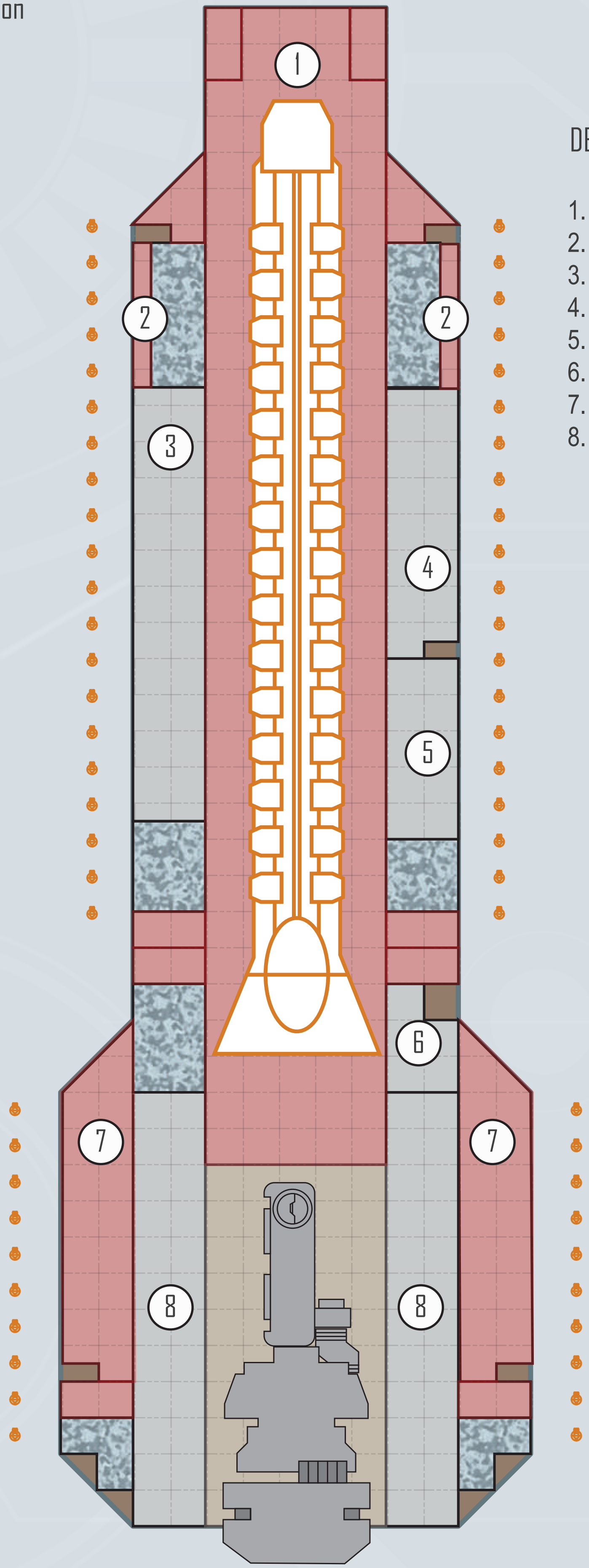
Power Requirements

Basic Ship Systems	10000
Manoeuvre Drive	25000
Jump Drive	10000
Sensors	10
Weapons	6945

Craft	Docking Space (1080 tons)	1,188	297
	Full Hangar (360 tons)	720	144
Staterooms	Standard x272	1,088	136
	High x4	24	3.2
	Additional Crew (standard) x 65	260	32.5
	Additional Crew (high) x 5	30	4
	Low Berths x20	10	1
Software	Manoeuvre/0	—	—
	Library	—	—
	Intellect	—	1
	Auto-Repair/1	—	5
	Evade/2	—	2
	Advanced Fire Control/1	—	12
	Anti-Hijack/1	—	6
	Battle System/1	—	18
	Electronic Warfare/1	—	15
	Launch Solution/2	—	12
	Virtual Crew/0	—	1
Common Areas		346	34.6
Cargo		424.5	—

Acrux Heavy Cruiser

1 sq. = 25 ton



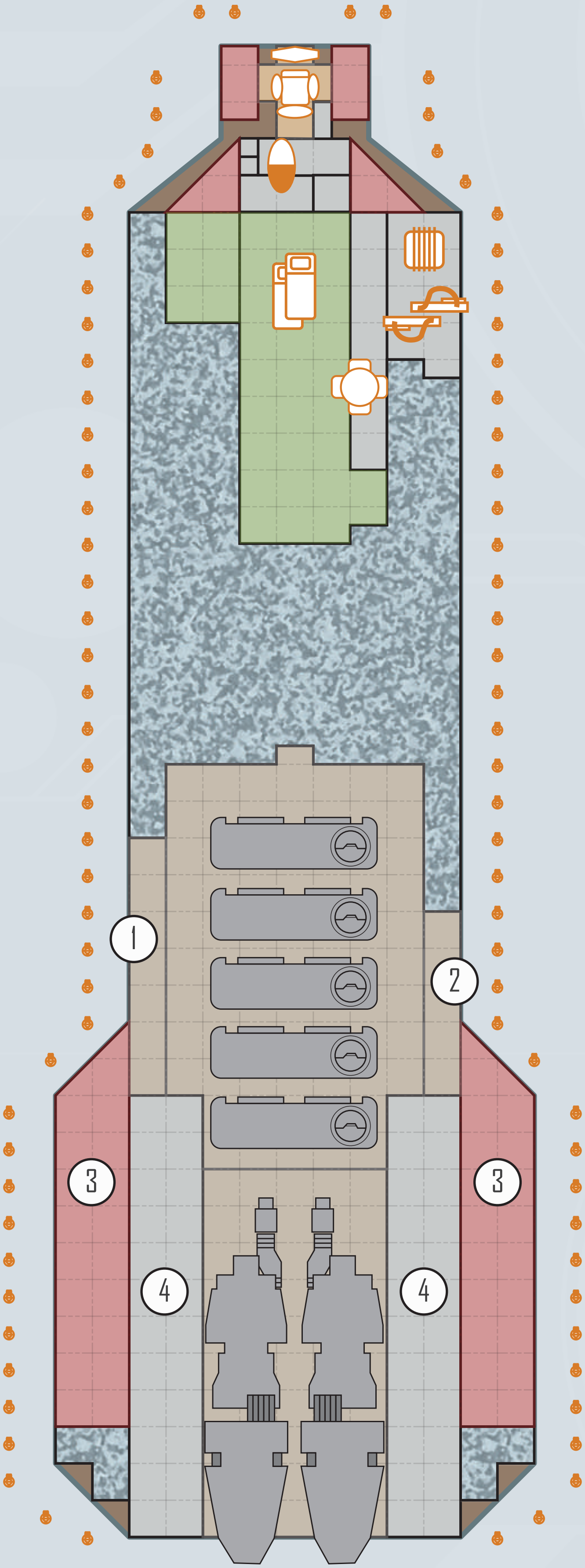
DECKS 1-2: FUEL DECKS

1. Particle Accelerator Spinal Mount
2. Point Defence Batteries
3. Docking Space
4. Full Hanger
5. Repair Drones
6. Sandcaster Storage
7. Large Missile Bays
8. Missile Storage

- 🟫 Command
- 🟥 Weaponry
- ⬜ Engineering
- 🟩 Accommodation

DECKS 3-4

1 sq. = 50 ton



1. Emergency Power
2. Fuel Processor
3. Large Torpedo Bays
4. Torpedo Storage

🟫 Command

🟥 Weaponry

⬜ Engineering

🟩 Accommodation

DECKS 5-6

GRYPHON HEAVY FIGHTER

TL11		Tons	Cost (MCr)
Hull	36 tons, Streamlined, Reinforced	—	3.24
	Radiation Shielding	—	0.9
	Heat Shielding	—	3.6
	Stealth	—	3.6
Armour	Crystaliron, Armour 11	4.95	1.782
M-Drive	Thrust 5	1.8	3.6
Reaction Drive	High Burn Thruster 6 (fuel efficient x3)	4.32	1.296
Power Plant	Fusion (TL8) (size reduction x3), Power: 33	2.31	1.7325
Fuel Tanks	6G thruster (2.7 hours), 4 weeks of operation	6.832	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/5	—	0.045
Sensors	Military Grade	2	4.1
Weapons	Pop-up Turret (pulse laser)	2	2.2
	Pop-up Turret (missile rack)	2	1.95
Ammunition	Missile Storage (18 missiles)	1.5	—
Systems	Fuel Scoops	—	—
	Aerofins	1.8	0.18
	Assault Capsules x2	1	0.1
Armoured Bulkheads	Engineering, Fuel, Bridge, Sensors, Weapons	2.4262	0.48524
Software	Manoeuvre/0	—	—
	Library	—	—
	Fire Control/1	—	2
Cargo		0.6	—

Crew

Pilot, Gunner

Hull: 16

Running Costs

MAINTENANCE COST

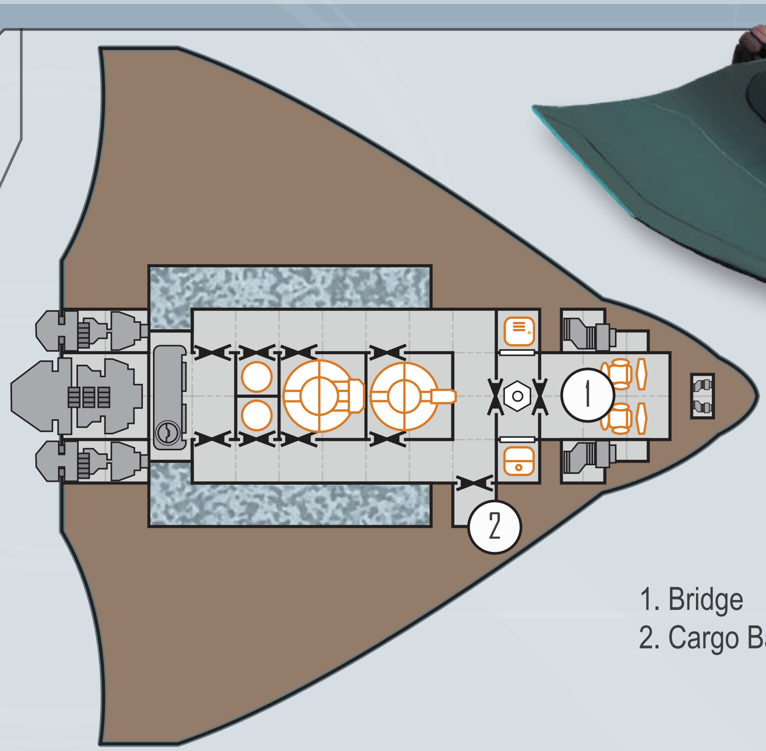
Cr2620/month

PURCHASE COST

MCr31.43574

Power Requirements

Basic Ship Systems	7.2
Manoeuvre Drive	18
Sensors	2
Weapons	5



1. Bridge
2. Cargo Bay

GAJA ASSAULT BOAT

TL11		Tons	Cost (MCr)
Hull	36 tons, Streamlined, Reinforced	—	3.24
	Radiation Shielding	—	0.9
	Heat Shielding	—	3.6
	Stealth	—	3.6
Armour	Crystaliron, Armour 11	4.95	1.782
M-Drive	Thrust 5	1.8	3.6
Power Plant	Fusion (TL8) (size reduction x3), Power: 33	2.31	1.7325
Fuel Tanks	4 weeks of operation	1	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/5	—	0.045
Sensors	Military Grade	2	4.1
Weapons	Pop-up Turret (pulse laser)	2	2.2
Systems	Fuel Scoops	—	—
	Aerofins	1.8	0.18
	Breaching Tube	3	3
	Forced Linkage Apparatus (TL9)	2	0.075
	Acceleration Benches x3 (12 seats)	3	0.03
	Assault Capsules x14	7	0.7
Armoured Bulkheads	Engineering, Fuel, Bridge, Sensors, Acceleration Benches, Weapons	1.511	0.3022
Software	Manoeuvre/0	—	—
	Library	—	—
	Fire Control/1	—	2
Cargo		0.63	—

Crew

Pilot, Gunner

Hull: 16

Running Costs

MAINTENANCE COST

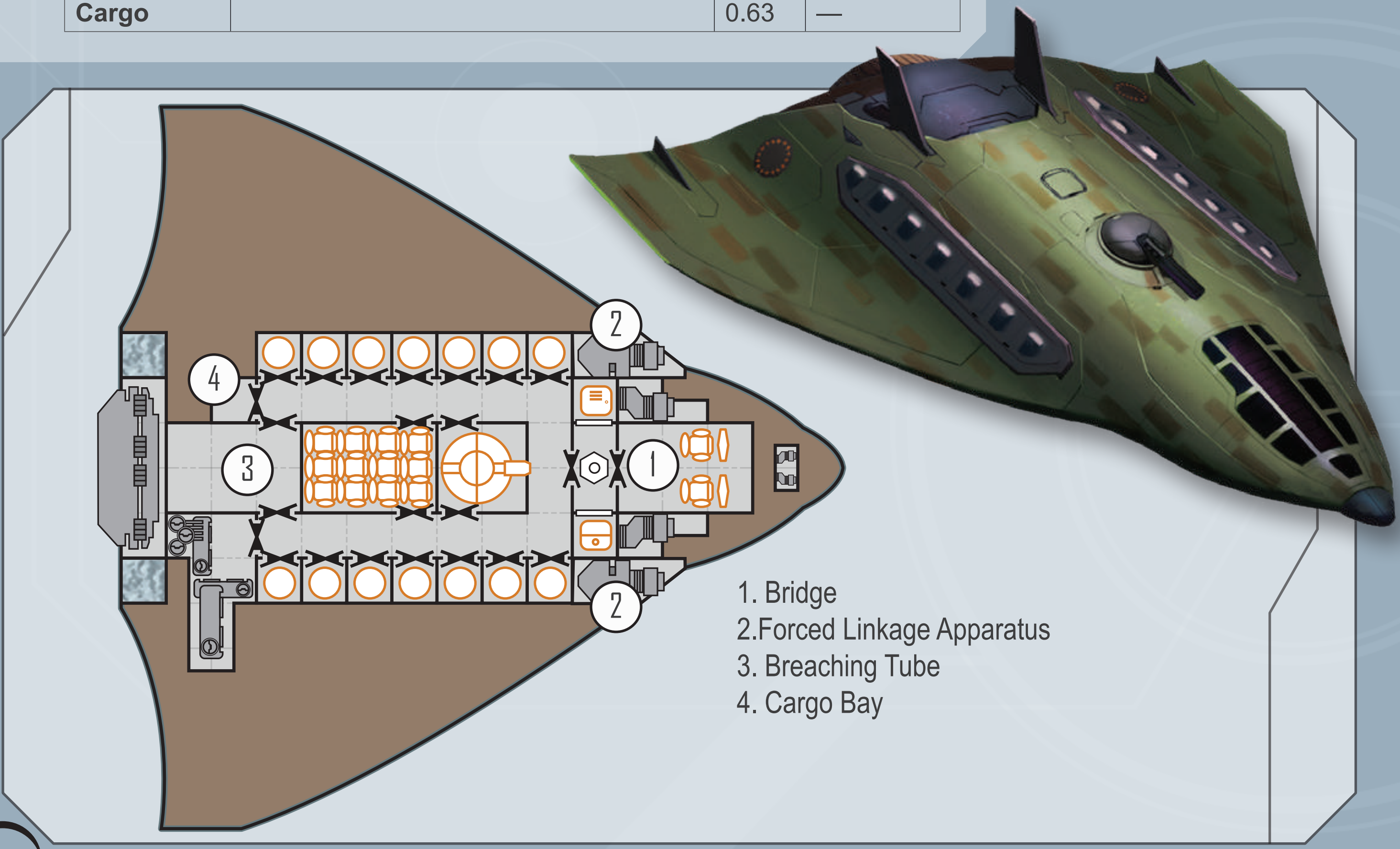
Cr2643/month

PURCHASE COST

MCr31.7117

Power Requirements

Basic Ship Systems	7.2
Manoeuvre Drive	18
Sensors	2
Weapons	4



1. Bridge
2. Forced Linkage Apparatus
3. Breaching Tube
4. Cargo Bay

GAADEE TRANSPORT

TL11		TONS	COST (MCr)
Hull	36 tons, Streamlined, Reinforced	—	3.24
	Radiation Shielding	—	0.9
	Heat Shielding	—	3.6
	Stealth	—	3.6
Armour	Crystaliron, Armour 11	4.95	1.782
M-Drive	Thrust 5	1.8	3.6
Power Plant	Fusion (TL8) (size reduction x3), Power: 33	2.31	1.7325
Fuel Tanks	4 weeks of operation	1	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/5	—	0.045
Sensors	Military Grade	2	4.1
Weapons	Pop-up Turret (pulse laser)	2	2.2
Systems	Fuel Scoops	—	—
	Aerofins	1.8	0.18
	Assault Capsules x2	1	0.1
Armoured Bulkheads	Engineering, Fuel, Bridge, Sensors, Cabin Space, Weapons	1.511	0.302
Staterooms	Cabin Space x2	3	0.15
Software	Manoeuvre/0	—	—
	Library	—	—
	Fire Control/1	—	2
Cargo		11.63	—

Crew

Pilot, Gunner

Hull: 16

Running Costs

MAINTENANCE COST

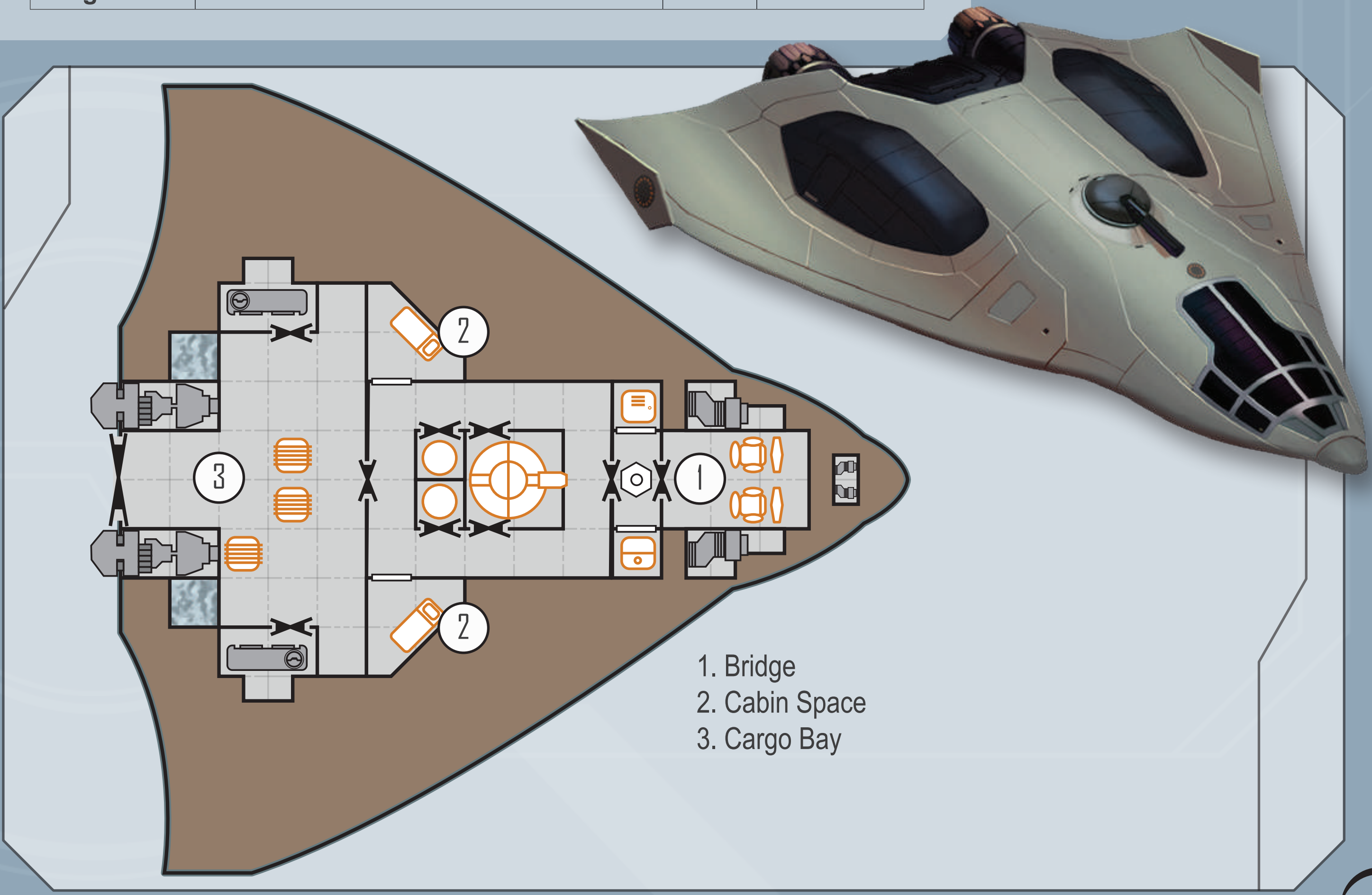
Cr2342/month

PURCHASE COST

MCr28.1067

Power Requirements

Basic Ship Systems	7.2
Manoeuvre Drive	18
Sensors	2
Weapons	4



1. Bridge
2. Cabin Space
3. Cargo Bay

GWYDION STRIKE FIGHTER

TL11		TONS	COST (MCr)
Hull	36 tons, Streamlined, Reinforced	—	3.24
	Radiation Shielding	—	0.9
	Heat Shielding	—	3.6
	Stealth	—	3.6
Armour	Crystaliron, Armour 11	4.95	1.782
M-Drive	Thrust 5	1.8	3.6
Reaction Drive	High Burn Thruster 9 (fuel efficient x2)	6.48	1.62
Power Plant	Fusion (TL8) (size reduction x3), Power: 43	3.01	2.2575
Fuel Tanks	9G thruster (1.65 hours), 1 weeks of operation	5.346	—
Bridge	Cockpit, Holographic Controls	1.5	0.013
Computer	Computer/10fib	—	0.24
Sensors	Military Grade	2	4.1
Weapons	Particle Barbette	5	8
Systems	Fuel Scoops	—	—
	Aerofins	1.8	0.18
	Assault Capsule	0.5	0.05
Armoured Bulkheads	Engineering, Fuel, Bridge, Sensors, Weapons	2.6636	0.523
Software	Manoeuvre/0	—	—
	Library	—	—
	Fire Control/2	—	4
Cargo		0.9504	—

Crew

Pilot

Hull: 16

Running Costs

MAINTENANCE COST

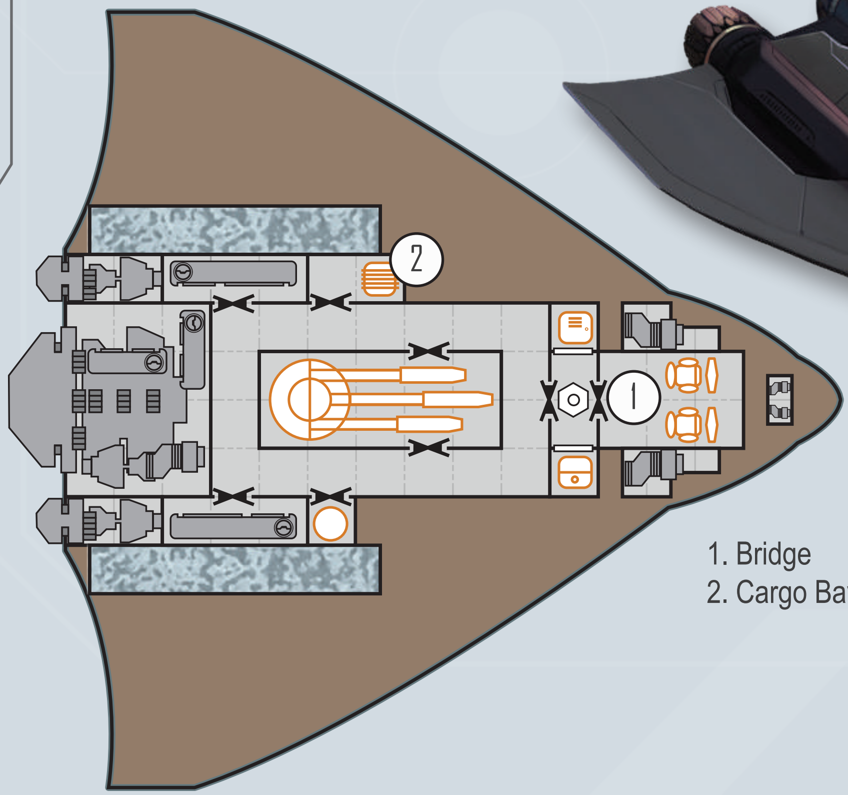
Cr3142/month

PURCHASE COST

MCr37.705

Power Requirements

Basic Ship Systems	7.2
Manoeuvre Drive	18
Sensors	2
Weapons	15



1. Bridge
2. Cargo Bay

GHOST SPY BOAT

TL13		TONS	COST (MCr)
Hull	36 tons, Streamlined, Reinforced	—	3.24
	Radiation Shielding	—	0.9
	Heat Shielding	—	3.6
	Superior Stealth	—	36
Armour	Crystaliron, Armour 11	4.95	1.782
M-Drive	Thrust 6 (energy efficient)	2.16	4.752
Reaction Drive	High Burn Thruster 6 (fuel efficient x3)	4.32	1.296
Power Plant	Fusion (TL12) (energy efficient), Power: 33	2	2.2
Fuel Tanks	6G thruster (1.5 hours), 4 weeks of operation	4.24	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/20fib	—	7.5
Sensors	Improved	3	4.3
	Enhanced Signal Processing	2	8
	Countermeasures Suite	2	4
Weapons	Pop-up Turret (pulse laser)	2.2	3
Systems	Fuel Scoops	—	—
	Aerofins	1.8	0.18
	Assault Capsules x2	1	0.1
	Advanced Probe Drones x5	1	0.8
Armoured Bulkheads	Engineering, Fuel, Bridge, Sensors, Weapons	2.472	0.4944
Software	Manoeuvre/0	—	—
	Library	—	—
	Fire Control/1	—	2
	Electronic Warfare/2	—	18

Crew

Pilot, Gunner,
Sensor Operator

Hull: 16

Running Costs

MAINTENANCE COST

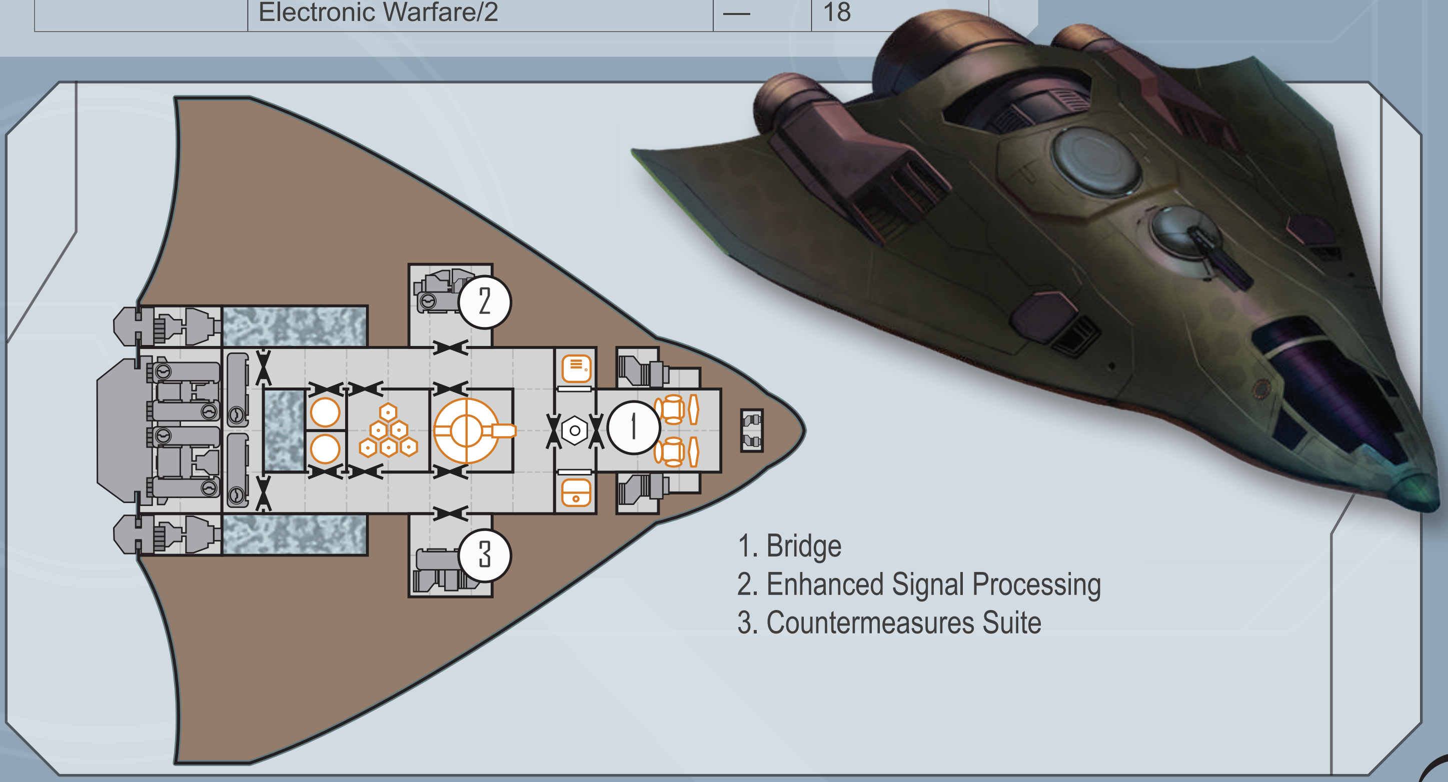
Cr8497/month

PURCHASE COST

MCr101.969

Power Requirements

Basic Ship Systems	7.2
Manoeuvre Drive	16.2
Sensors	7
Weapons	4



1. Bridge
2. Enhanced Signal Processing
3. Countermeasures Suite

HEFRIN COLONY

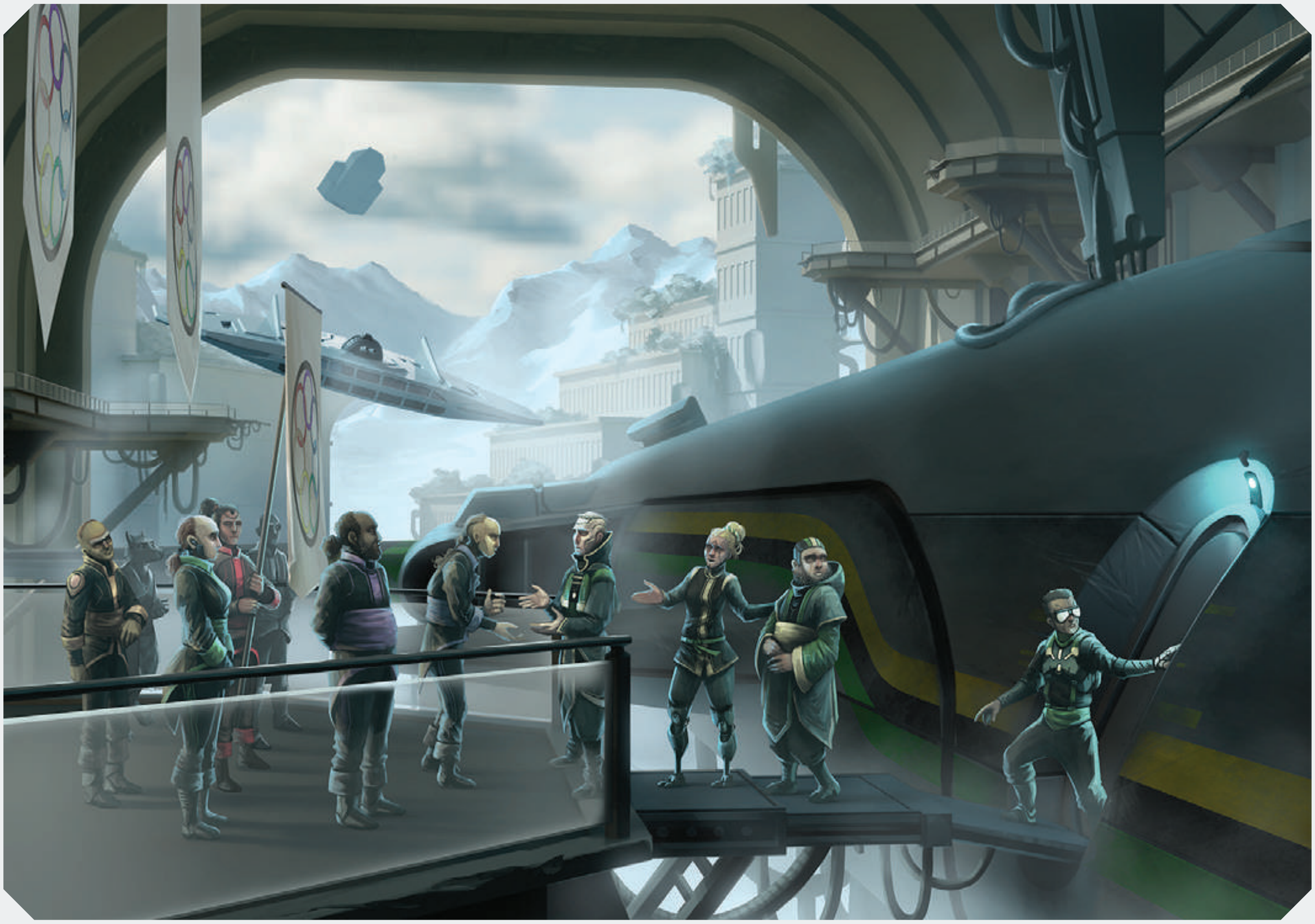
The Hefrin Colony is officially named the United Spinward Worlds (USW) but no one, not even its government officials normally refer to it as anything other than the Hefrin Colony. Founded by Joachim and Jennifer Hefrin in 745 after the failure of the Corellan League Federal Constitution, the Hefrin Colony was supposed to be a showcase of a functioning interstellar federation but Joachim's early death and chronic underfunding have undermined the effort.

Composed of seven systems and just 3.5 million inhabitants, the Hefrin Colony still exists after more than three centuries but is a pale reflection of its ideals and not particularly persuasive in its demonstration of effective federal government.

Siblings Joachim and Jennifer Hefrin were leading proponents of the Corellan Federal Movement of the early 700s. Joachim was Chairman of the Shalukin Consortium and Jennifer was a Corellan senator. House Hefrin was one of the Great Houses of Corella and although neither were ever titular heads of the house, they were its most influential members outside the family. When the Federalist Movement collapsed and the Federal Constitution was repealed in 742, the two Hefrin siblings voluntarily exiled themselves to the world of Khiiszarbi. They arrived on their new world in 745 along with a few thousand hard-core Federalists and their families. In a quixotic attempt to show the League how a Federal government should work, the Hefrins set up additional colonies on Trend, Teldara, Eromnek, Bartinil and Kuuna, and built a small station in orbit around Efflung to serve as their seat of government.

The effort never gained the followers they hoped and the starter colonies on the other worlds numbered only in the hundreds of settlers. Besides the reasonably clement world of Khiiszarbi, only the gas giant moon colony on Eromnek ever gained any traction.

The United Spinward Worlds Congress met at Efflung Station for the first time in 754 for the occasion of Joachim Hefrin's funeral. It has continued to meet every year, with delegates from all seven worlds



attending, in theory; Kuuna and Bartinil, with less than 400 residents between them, are usually represented by proxies from Eromnek.

After the Zydarian Star Legion began to extort ‘tithes’ from shipping in the late 900s, commerce to the Hefrin Colony worlds dropped to near zero. The Zydar-Nakris War of 1032–1034 worsened the situation, as the Star Legion found it easier to prey on commercial ships than confront the Nakris Confederation Star Force. After a Zydarian ‘tithe collection’ at Kuuna in 1036, the USW Congress voted to sign a defence treaty with the Jarnac Pashalic, trading the right to establish a naval base at Khiiszarbi for protection against Zydarian extortion. This caused Zydar to sever diplomatic relations, which the Congress did not regret.

In recent years the Hefrin Colony has fallen further into the Pashalic’s sphere of influence, becoming in effect a client state of Jarnac. Thus far, this has not had any effect on domestic politics or policy but a growing number of Khiiszarbi citizens at least acknowledge that this may cause future concern.

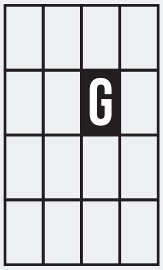
Officially, the United Spinward Worlds is a federal government, with foreign policy, defence and starport services under control of the central government at Efflung and local policies under individual system control. In practice, the Congress has little budget, security has been traded to the Pashalic and starport regulation consists of a set of guidelines mostly copied from the Third Imperium’s Starport Authority Handbook, Abridged 735 Edition. Foreign policy consists of being nice to the Jarnac Pashalic and Nakris Confederation, and being wary of the Zydarian Codominium.

The federal government of the United Spinward Worlds spends its entire defence budget on hiring Jarnaci contractors as security officers and paying subsidies to the Class B starports at Khiiszarbi, Trend and Eromnek to cover the theoretical lost revenue from granting docking privileges to Jarnaci patrol corvettes. Each member world is authorised to raise a militia and close orbit defence force but the only militia forces that exist are the Khiiszarbi Rangers, who act as police and emergency services across their world’s outback and the paramilitary police forces of the King of Eromnek.

The USW has a treaty of friendship with the Nakris Confederation. This treaty mainly addresses tariff barriers but trade between the two states is hampered by the intermediary location of the Zydarian Codominium. The Hefrin Colony has no diplomatic relations with the Codominium and has not for nearly 80 years.

Relations with the Corellan League are cool but rather than showing the League it was mistaken to discard Federalist policies, the Hefrin Colony has persuaded many that they had made the correct decision. As a result, the Corellans hold no grudge but neither do they place much significance in the tiny distant state. Trade is nearly non-existent. The Corellans have not bothered to establish an embassy at Efflung, although they maintain a small consulate on Khiiszarbi staffed almost entirely by locals.

I’SRED PROTECTORATE



The I’Sred Protectorate is the government of the Sred*Ni of I’Sred*Nihil. Details of the workings of the secretive race’s society are limited but the Sred*Ni have little concept of individuality beyond that which focuses their species into eight castes with different societal roles. The Sred*Ni have had interstellar capability since they seized a refuelling Corellan transport in -113. Their government is also referred to as the I’Sred*Ni Heptad, reflecting the seven systems controlled by the Protectorate. In three of these systems, the Sred*Ni only occupy a few habitats in the systems’ major asteroid belts but squadrons of asteroid-hull monitors and swarms of system defence boats patrol their systems from the primary to far beyond the outermost planet. The population of the Protectorate is estimated by outside demographers at seven to eight billion, mostly residing on I’Sred*Nihil, but the Sred*Ni have not confirmed these numbers, calling them irrelevant. Sred*Ni biological technology is at least as advanced as its mechanical technology and comprises much of the export goods channelled through the two Protectorate approved interface ports at Shalukin and Web Edge.

The Protectorate as an interstellar government dates to the discovery of the first Sred*Ni interstellar settlement at I’Sred*Nispr in -97. Corellan records indicate the previous existence of a small Human settlement on the world – then named Valemin – in -120 but a CLSF sweep during the Eighth Expedition encountered the Sred*Ni instead and was greeted with a message indicating the world was part of the Protectorate. The fate of the human settlement is unknown. During the following century, the Protectorate expanded to include the systems that contained asteroid belts at I’Sred*Nilal, I’Sred*Nixtu and I’Sred*Nity as well as the systems of the worlds I’Sred*Nillol and I’Sred*Nilun. After claiming and occupying these systems the Sred*Ni did not expand further but did proclaim the system now known as Retribution – originally Distruit – to be an off-limits buffer system. This proclamation was formalised in 234 by the Treaty of Waypoint with the Corellan League, the first Sred*Ni agreement with another interstellar state.

Further agreements allowed limited trade through the ports of Shalukin and Web Edge and led to the establishment of Protectorate embassies in both systems. The Sred*Ni take their treaty obligations seriously and expect the same from others. In 694 the Protectorate reacted to the unauthorised human outpost on Distruit with a sustained high-velocity mass driver bombardment that eliminated the outpost, devastated the world's atmosphere and hydrosphere, and resulted in the world being renamed Retribution.

During the following centuries, visitors have reported significant habitat-building activities in the asteroid belts of all Sred*Ni systems except I'Sred*Nillol, which has no significant asteroid belts and where activity is focused on the rings and smaller moons of the system's two gas giants.

Outsiders are not privy to the details of the Protectorate's governing structure. It appears to function through specialised bureaus. Internally, links between bureaus seem to be informal. Externally, the Protectorate only expresses itself through the embassies at Shalukin and Web Edge. The ambassadors are Leader caste individuals with a significant staff composed of all castes. Turnover at these installations appears low and likely some staff is provided by Breeders on-site, not regular rotation, at least not for lesser castes. Telepathic consensus-making and direction combined with a lack of individuality and a weak sense of 'self' provides an amount of cohesion unknown in human experience – even among the Zhodani – making comparisons and comprehension of actual government and social processes unreliable.

The military of the Protectorate is deployed rather like the Stormhaven Republic, focusing on strong defence with squadrons of massive monitor-class asteroid-hull ships and swarms of system defence boats. Offensive or external jump-capable forces are miniscule in comparison, both in numbers and size. The Retribution Fleet was an exception but much of that fleet arrived as mass driver equipped asteroid-hull battleriders, many of which are still in orbit around the devastated planet more than four centuries on. Otherwise, jump-capable forces focus on small corvette- to frigate-sized ships, such as the 800-ton meson bay-equipped Fireship.

PRONOUNCING SRED*NI

The asterisk in Sred*Ni is not a normal human sound. For ease, assume it is a popping sound made with human lips but the sound of a sucker unsticking would be closer.

Contact between the Corellan League and Sred*Ni at I'Sred*Nispr was the first documented discourse between the Protectorate and other races. It is unknown what became of the Corellans aboard the ship captured at I'Sred*Nihil in -113 or of any remaining settlers from the Valemin outpost at what became known as I'Sred*Nispr. The Protectorate has never directly answered any inquiries into their fate. The Treaty of Waypoint, signed at the world now known as Tartakover was delayed for decades because of this issue but the Corellan League finally accepted that centuries had passed and developing relations based on mutually agreed upon terms and principles was more important than the fate of a few hundred long-dead people.

Since the signing of the treaty in 234, relations between the Protectorate and the Corellan League have been stable. If not cordial, they are at least based on respect for each other's borders and other, non-physical, diplomatic boundaries. Still, more than another century passed before the Protectorate established an embassy and trade enclave on Shalukin in 347.

The Sred*Ni were not aggressive outside their declared borders but did not initiate or respond to contact from non-Corellan states. The first contact with the Third Imperium came through Corellan intermediaries at Shalukin in 638 and cumulated in the Web Edge Agreement of 648, which established a second Protectorate embassy and trade enclave on Web Edge. Shalukin and Web Edge remain the only touchpoints for dialog and trade. The Web Edge Consortium is currently composed of Imperial, Hierate and Lod interests but in the past have included Vargr and Stormhaven representation. The Protectorate has refused to allow participation by either the Principality of Bruhkarr or the Florian League at Web Edge but have provided no explanation. It is known that Protectorate ships have come into conflict with Bruhkarri ships in neutral space; the Bruhkarri claim the Protectorate was the aggressor and the Protectorate has not commented.

SRED*NI TRADE GOODS

Most of the trade goods exported by the Sred*Ni are biotech items. Some of these are rather mundane consumer goods, such as ultra-efficient garbage disposals but others are of greater interest to the Traveller.

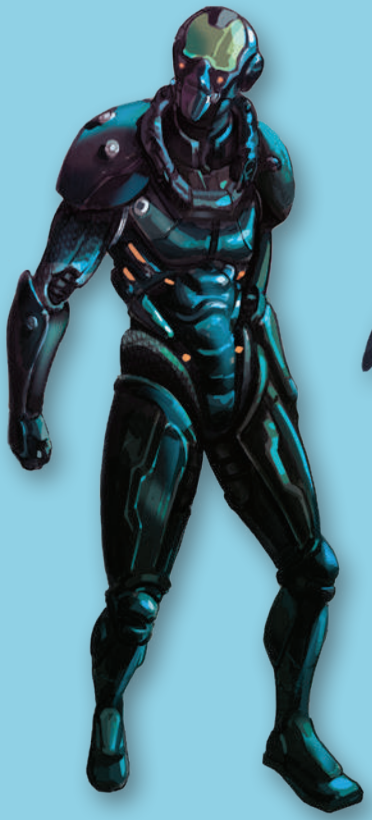
Sred*Ni Biosphere: Unlike the black fungoid biosphere used aboard Sred*Ni vessels, the biosphere exported to human clients consists of greenish mosslike tubular organisms maximised for production of oxygen and complex carbohydrates. Every ton dedicated to an I'Sred*Ni biosphere will eliminate the life support costs of two passengers. The pleasant sounds of running water and lavender smell of the biosphere region will provide DM+1 to any checks for crew fatigue on long voyages.

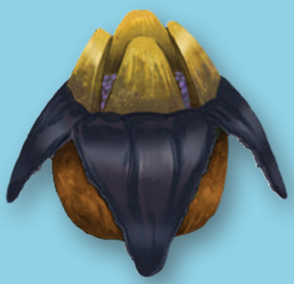
A Sred*Ni biosphere consumes 1 Power and costs MCr0.4 per ton. These biospheres are pre-packaged in one ton units built around a hard shell, which will seal shut in low pressure conditions, preserving the organisms inside in the event of depressurisation. These units are normally mounted along the walls of common areas or between staterooms.

Sred*Ni BioStill: A BioStill is a survival ration-producing organism the size, shape and general texture of a coconut shell. When activated, a BioStill will deploy a palm-like set of broad black leaves surrounding a small beak-like 'mouth'. Exposed to light and fed water and any carbon-based material – from alien plant matter to polyester – the BioStill can provide clean water and nutritious rations for up to two people per day. The still will only operate in oxygen-based atmospheres (codes 2–9, D and E). Six hours of sun or artificial light per 24 will provide enough power for the BioStill. It will not produce alcoholic beverages.

Item	TL	Kg	Cost
BioStill	12	1	Cr10000

Sred*Ni BioSuit: A BioSuit is a shiny black bodysuit designed to protect the wearer from extremes of temperature and humidity, and provide nutrition through the recycling of bodily wastes and/or external water and organic matter. In addition to acting as a BioStill for the wearer, the BioSuit includes a filter and compressor breathing mask and will protect from temperatures from -60° to +60° Celsius and humidity from near 0% to 100%. The suit will protect against contact poisons and diseases, counteract the physical effects of explosive decompression (with its hood fully sealed) and provide up to 15 minutes of oxygen. Even if not 'fed' externally, the suit will allow the Traveller to go 30 days without water and 15 days without food before suffering ill effects. If the suit is in total darkness without external chemical energy sources, it will continue to function for 72 hours off the body heat of its host. Thereafter it will 'drain' the host of END -1 per 24 hours until the host reaches END 1 and the suit performs an emergency shutdown.





Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
BioSuit	+2	12	50	4	Cr25000	None

I'SRED FIRESHIP

The I'Sred Protectorate does not encourage visitors, maintaining strict visa requirements and limited entry points. Large asteroid-hull monitors and swarms of system defence boats protect the seven systems of the Heptad and intruders who violate Sred*Ni space do not survive to tell the tale. Outside the Heptad, Travellers may encounter two types of spherical starships: armed traders, which generally do not stray past the two interface ports of Shalukin and Web Edge, and the 800-ton Fireship, also known as the Spider's Eye for the 100-ton meson bay 'eyes' mounted forward on the spherical ship. Also armed with a small missile bay, three torpedo barbettes and three quad pulse laser turrets, the Fireship may not be the fastest or most heavily armoured ship of its size but it likely packs the most punch.

The Sred*Ni show no hesitation in using nuclear torpedoes and missiles in combat, discouraging confrontation by all but the most aggressive or foolhardy foe. Like all Sred*Ni technology, the Fireship relies heavily on bio-mechanical automation and while the ship itself is not 'alive', many of its components are. The crew of the ship varies greatly depending on mission objectives – which are often inscrutable to outsiders. As reported by the few non-Sred*Ni who have boarded their vessels, the ships can support up to two dozen crew or passengers but seem to be able to operate with a crew of as few as half a dozen, with weaponry and basic ship's systems controlled by a biomechanical computer which, although not fully sentient, seems integral to the ship to an extent not seen in human-developed equipment.

Fireships normally travel in groups of two or three and tend to remain within a few parsecs of the Protectorate, although a few have been spotted as far away as the Trojan and Vanguard Reaches. An encounter between the Imperial Navy and three Fireships at Raweh marks the only known encounter within the Third Imperium's borders and it ended with the destruction of all three Fireships after they failed to withdraw after encroaching on controlled space around the Imperial naval base in the system.

SRED*NI EXCURSION BOAT

The 30-ton Sred*Ni excursion boat is carried on Fireships for landing and scouting purposes and on Sred*Ni trading ships as a secondary boat to a main cargo shuttle.

By Humaniti's standards it is an oddly configured ship, egg-shaped with the narrow end 'down'. This lower level contains the airlock and engineering section but is also the end which docks to Sred*Ni vessels. Nestled in its docking cradle, the pop-up turret at the 'top' of the ship can fire while still docked. The open middle section of the excursion boat normally contains Sred*Ni 'seats' but the race is more flexible than humans with gravity orientation, which is often configured with walls as 'down' or nullified entirely. The walls of the open chamber are covered in semi-organic configurable webbing to allow movement in a variety of orientations and to tie down cargo. Seating and controls are all morphable semi-organics, with only the engineering and sensor components purely mechanical. Even the tough hull and structural reinforcing components are semi-organic in nature, with arteries and sphincters replacing tubing and valves.

The excursion boat is capable of high performance in and out of atmospheres with the hull morphing flaps to aid manoeuvrability. The vessel is difficult to detect by conventional means, although the Sred*Ni claim the stealth properties of the hull are only a by-product of streamlining and heat shielding techniques that give the boat its performance characteristics.

Outsiders who have boarded or travelled aboard an excursion boat find the experience unsettling, with the odd gravity orientation, vine-like webbing and low light interior giving the impression of riding within the belly of a beast.

I'SRED FIRESHIP

TL12		TONS	COST (MCr)
Hull	800 tons, Sphere, Reinforced	—	48
	Radiation Shielding	—	20
Armour	Crystaliron, Armour 6	60	14.4
M-Drive	Thrust 3	24	48
J-Drive	Jump 3	65	97.5
Power Plant	Fusion (TL12), Power: 750	50	50
Fuel Tanks	J-3, 4 weeks of operation	245	—
Bridge	Holographic Controls	20	5
Computer	Core/70fib (primary)	—	120
	Computer/15fib (backup)	—	3
Sensors	Improved	3	4.3
Weapons	Medium Meson Gun Bay	100	100
	Small Missile Bay (size reduction x3)	35	18
	Torpedo Barbettes x3	15	9
	Quad Turrets (long range, high yield pulse lasers) x3	3	24
Ammunition	Missile Storage (288 missiles)	24	—
	Torpedo Storage (36 torpedoes)	12	—
Systems	Fuel Scoops	—	1
	Fuel Processor (200 tons/day)	10	0.5
	Sred*Ni Biosphere (24 personnel)	12	4.8
	Re-entry Capsules x24	12	0.48
	Armoury	2	0.5
	Medical Bay	4	2
	Advanced Automation (DM+1)	—	243.5
Craft	Docking Space (30 tons)	33	8.25
	Excursion Boat	—	24.54
Staterooms	Standard x12	48	6
Software	Manoeuvre/0	—	—
	Library	—	—
	Jump Control/3 (for backup computer)	—	0.3
	Auto-Repair/2	—	10
	Advanced Fire Control/2	—	15
	Battle System/2	—	24
	Electronic Warfare/1	—	15
	Launch Solution/3	—	16
	Virtual Gunner/1	—	5
Common Areas		5	0.5
Cargo		18	—

Crew

Captain, Officer, Pilots x3, Astrogator, Medic, Engineers x3, Gunners x12

Hull: 352

Running Costs

MAINTENANCE COST

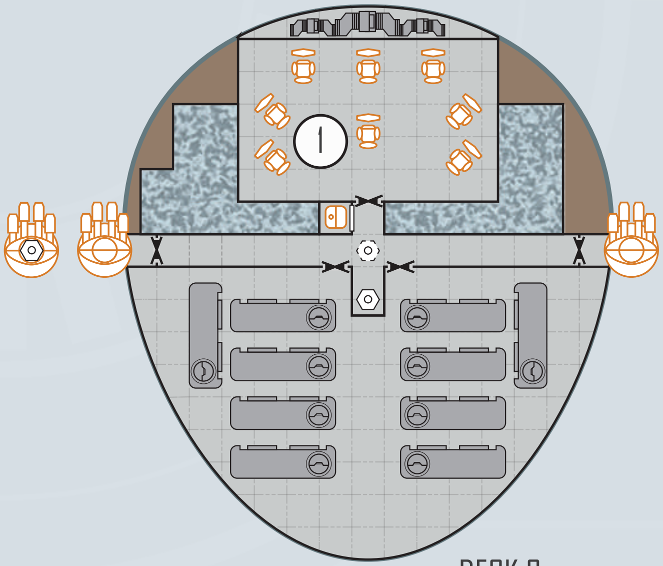
Cr78406/month

PURCHASE COST

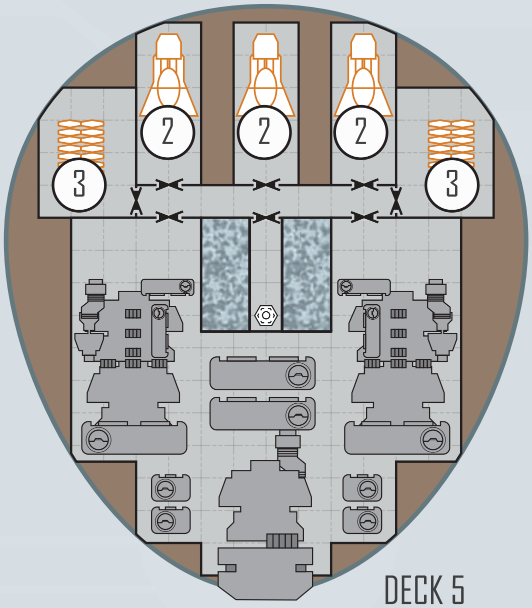
MCr940.89

Power Requirements

Basic Ship Systems	160
Manoeuvre Drive	240
Jump Drive	240
Sensors	4
Weapons	95



DECK 6



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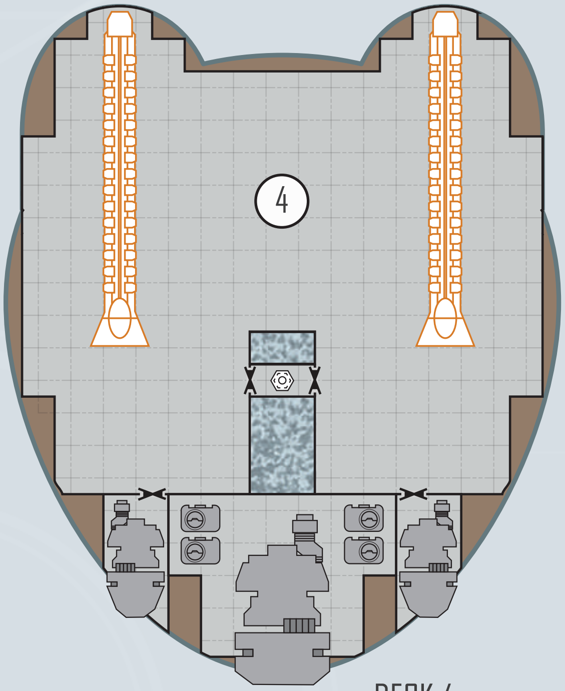
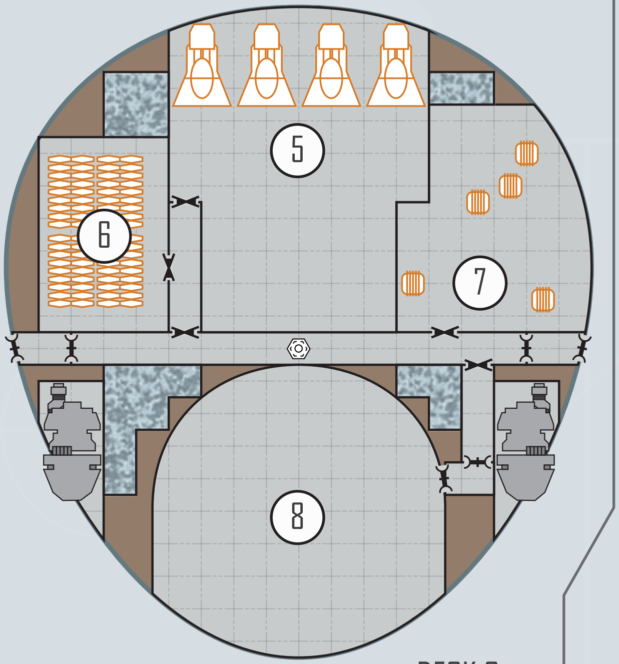


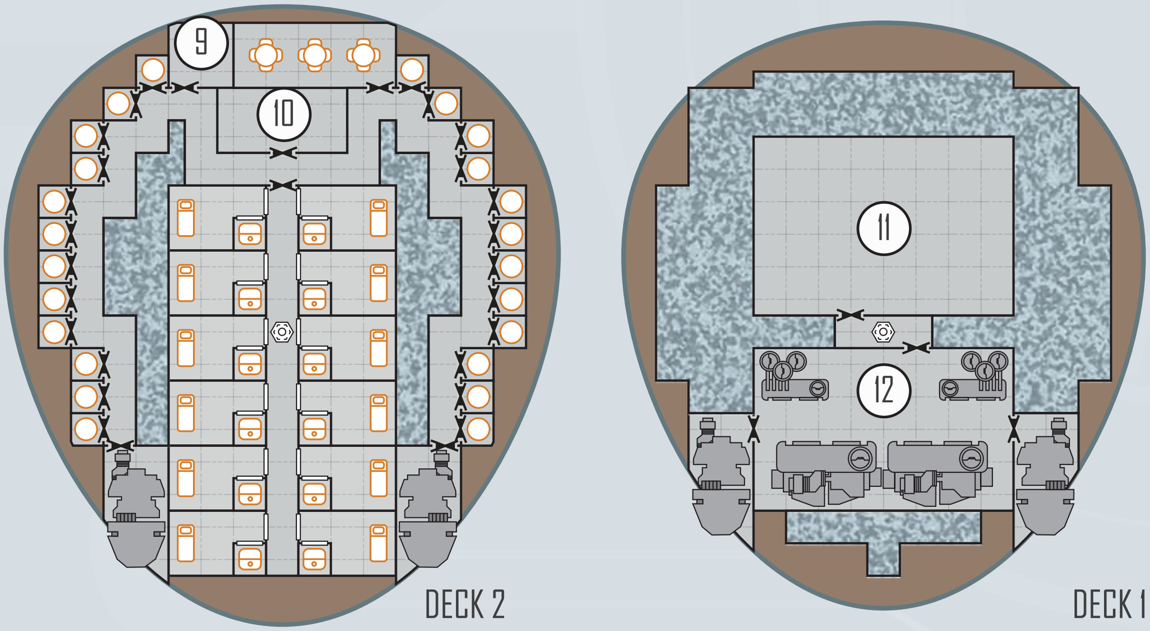
DECK 4



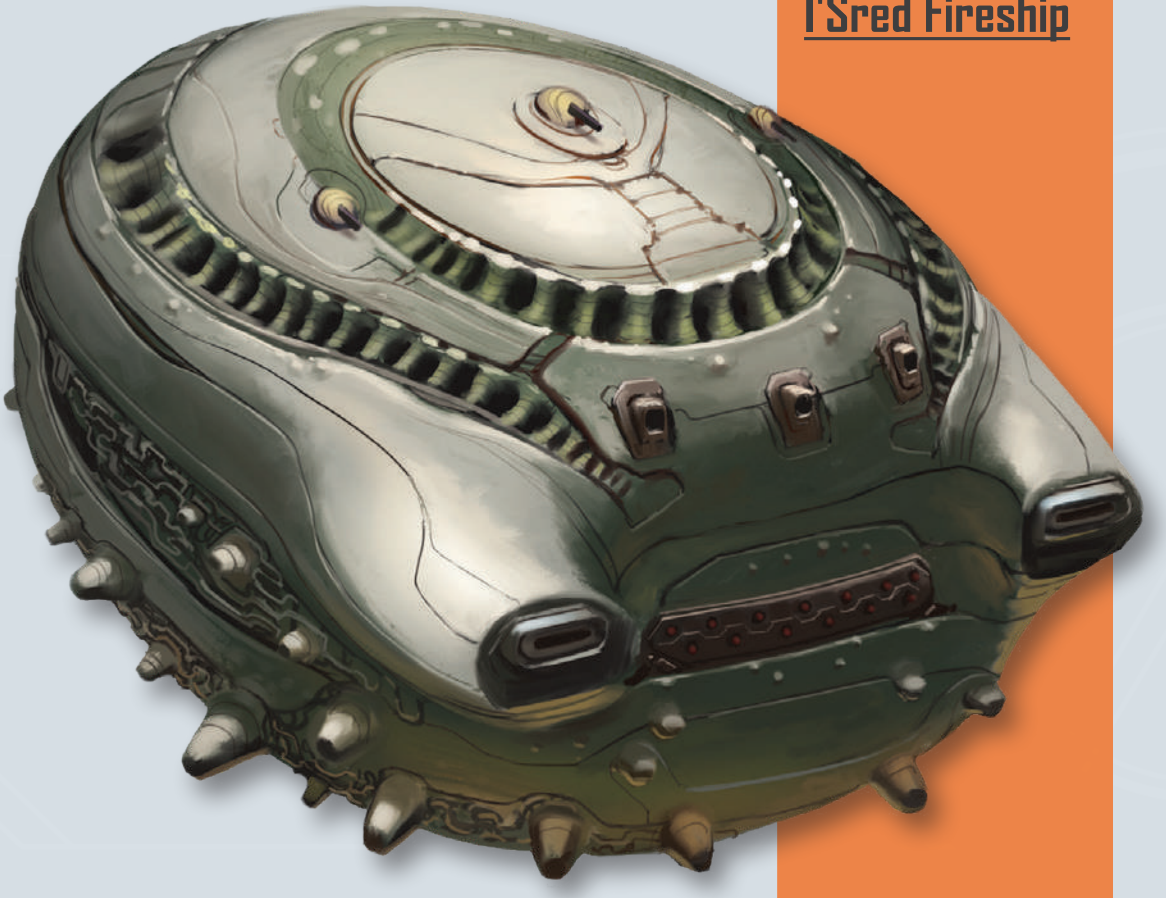
DECK 3

DECK 7 and DECK 8: FUEL DECKS

1. Bridge
2. Torpedo Barbette
3. Torpedo Storage
4. Medium Meson Gun Bay
5. Small Missile bay
6. Missile Storage
7. Cargo Bay
8. Docking Space
9. Armoury
10. Medical Bay
11. Sred*Ni Biosphere
12. Fuel Processor


9
10
11
12
DECK 2
DECK 1

I'Sred Fireship



SRED*NI EXCURSION BOAT

TL12		TONS	COST (MCr)
Hull	30 tons, Streamlined, Reinforced	—	2.7
	Radiation Shielding	—	0.75
	Heat Shielding	—	3
	Stealth	—	3
Armour	Crystaliron, Armour 6	2.25	0.81
M-Drive	Thrust 6	1.8	3.6
Power Plant	Fusion (TL12), Power: 30	2	2
Fuel Tanks	4 weeks of operation	1	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/5	—	0.045
Sensors	Military Grade	2	4.1
Weapons	Pop-up Turret (pulse laser)	2	2.2
Systems	Fuel Scoops	—	—
	Aerofins	1.5	0.15
	Acceleration Seats x6	3	0.18
	Sred*Ni Biosphere (2 personnel)	1	0.4
Staterooms	Cabin Space x2	3	0.15
Software	Manoeuvre/0	—	—
	Library	—	—
	Fire Control/1	—	2
Cargo		7.45	—

Crew

Pilot, Gunner

Hull: 14

Running Costs

MAINTENANCE COST

Cr2045/month

PURCHASE COST

MCr24.54

Power Requirements

Basic Ship Systems

6

Manoeuvre Drive

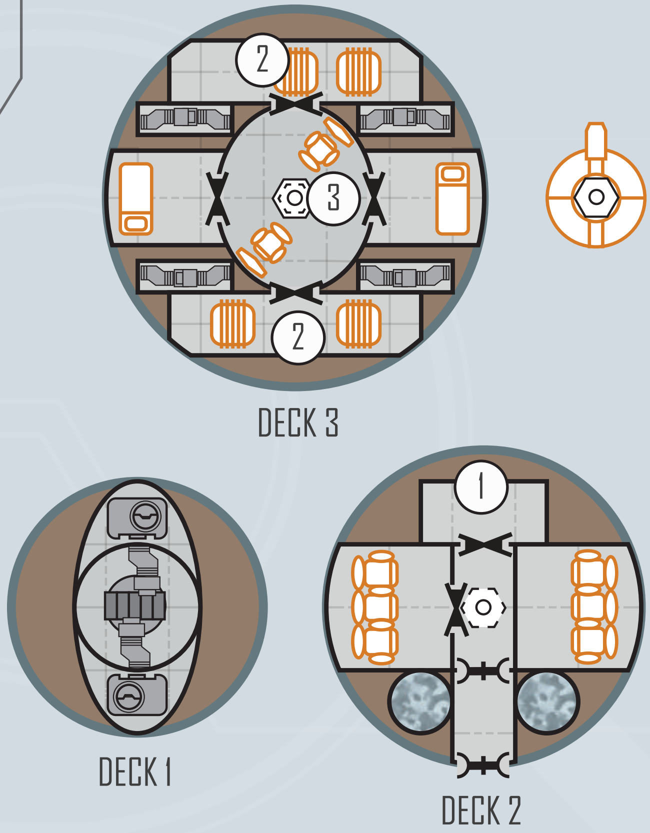
18

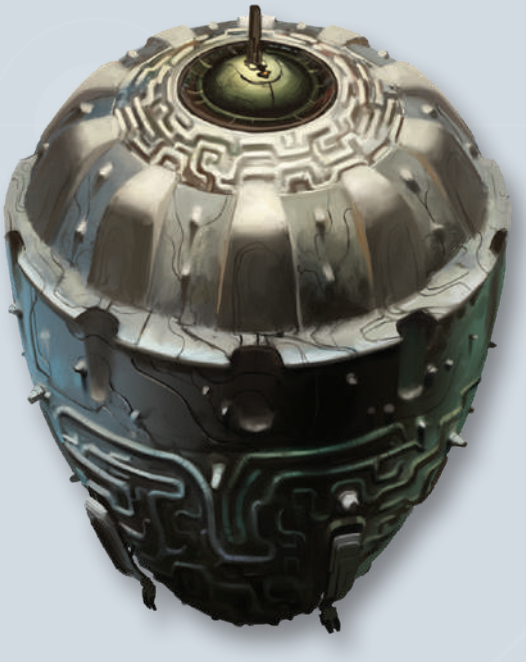
Sensors

2

Weapons

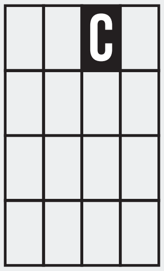
4





1. Sred*Ni Biosphere
2. Cargo Bay
3. Bridge

KATANGA EMPIRE



The worlds of the Katanga Empire were settled and ruled by the Principality of Bruhkarr for six centuries prior to Bruhkarr's Succession Crisis of 615. Katanga was one of many worlds to secede during the following civil war, establishing itself as the Katanga Free State and annexing the agricultural worlds of Teme and Dagocag in 618. The representative democracy of the Free State collapsed in 622, emancipating the two subservient systems and launching an experiment in direct democracy called the Katanga Peoples Combine, an unstable regime that succumbed to demagoguery and subsequent seizure of control by General Javin Oresta in 630. Proclaimed emperor in a plebiscite the following year, Javin I was founder of the dynasty that continues to rule the Katanga Empire at least in name through his descendant Javin VII.

Before Javin I's death in 702, Katanga had reconquered Teme and Dagocag and seized control of the Tontrir and Thanisha systems. All four systems remain under the Katangan banner four centuries later. The days of a strong autocratic ruler are long gone, however. A vast bureaucracy, the Instruments of State, governs by inertia and intrigue in the name of an isolated and apparently indifferent emperor. The Chief Instruments, essentially ministers of various bureaus, are effectively autonomous rulers of their departments but are constrained by procedure and a culture of consensus from pursuing independent or divisive policies. Instead, the precedence of centuries of decisions governs every action and change rarely occurs without the review of at least three committees. Patronage has overtaken merit as criteria for hiring and promotion, and many members of the vast Instruments have titles and duties that no longer have any discernible justification or purpose. Somehow, society just continues to function but by rote, travelling down the well-worn ruts of tradition.

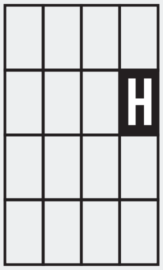
The informal economy, run by small-time entrepreneurs who likely lack the proper documents to legally operate a business, provides the lifeblood of the Empire. These business owners rely on small bribes and official indifference to flourish, providing goods and services without regard for official regulations. There is a well-understood but undocumented dance that occurs between business and government, and those who do not understand the unwritten rules can quickly run afoul of lower-level officials who insist on strict adherence to rituals that often bear no semblance to written regulation or common sense.

The bureaucracy of the Katanga Empire has long taken a reflexive anti-Third Imperium stance. Initially, this was in response to Bruhkarr's client state status but the breach between the Third Imperium and the Principality of Bruhkarr has, if anything, intensified Katanga enmity to both states. In both the Third and Fourth Frontier Wars, the Katanga Empire declared itself an ally of the Zhodani Consulate. Although Katangan forces made no forays into the Spinward Marches in the Third Frontier War, a disastrous attempt to attack the naval base at Raweh led to a retaliatory attack by commerce raiders in 1084, which destroyed the highport at Tontrir and precipitated the crisis that still leaves the Tontrir Instruments under direct rule from Katanga.

The Katangan Navy – officially the Instrument of Interstellar Power Projection or IIPP – is highly politicised and centrally controlled, with nearly all fleet assets stationed at Katanga. The other four systems of the Empire rely on system defence forces – their local Instruments of System Protection – built around squadrons of system defence boats, not large monitor-class vehicles. Ground-based planetary protection is limited to missile installations controlled by the four Instruments of Planetary Defence. This arrangement is designed more around hindering local independence movements than providing a coherent defence against an outside threat. Patrols by the IIPP outside Katangan space are rare, except in the case of support for pro-Katangan factions in the civil war on Balleau.

Despite a continued close relationship with the Zhodani Consulate, psionics are highly controlled within the Katanga Empire, with training only available to registered government agents, although as with much else in Katangan society there remain ways for the well-connected to bypass official regulations. In general Katanga pursues an isolationist foreign policy concerned more with self-reliance than interstellar trade. The notable exception is Katangan interference in the ongoing Balleau civil war, although this is focused on preventing pro-Bruhkarri elements from allowing their world to join the Principality. The proxy war on Balleau represents a small but real risk of escalating into open conflict between Katanga and Bruhkarr, although neither side desires such an outcome.

MONARCHY OF LOD



The Monarchy of Lod encompasses the systems of Lod, Amsigiiga and Eerker. After the Third Imperium's Civil War, some of those who had supported failed claimants or taken up arms against the regency of Arbellatra gathered their households and whatever retainers remained loyal and fled beyond the borders of the Imperium. One group, led by the former Countess Fornice, Leandra Miinilargi, settled the uninhabited garden world of Lod in 631. Miinilargi proclaimed herself Monarch of Lod and set out to establish a feudal government, granting ducal fiefs to her 16 most prominent supporters. Widowed and sterile from radiation poisoning, Monarch Leandra decreed a constitution calling for the election of the next monarch from the ducal families. Leandra's Constitution of 632 remains the basis of the current government.

Before her death in 643 Monarch Leandra granted another 60 lesser titles of nobility and established two orders of knighthoods: the Order of Lod for martial service and the Order of Leandra for service to society. Upon her death, the ducal peers elected Johan Thaw, First Duke Thaw, as the second monarch.

Anxious to grow its economy, the Monarchy was a founding member of the Web Edge Consortium, which established a second trading embassy with the I'Sred Protectorate in 648. Lod developed good relations with the Stormhaven Republic and the Corellan League early in its history. Its location wedged between the I'Sred Protectorate and the Florian League was both an advantage and a detriment to trade, with links to Marrakesh and Katanga impeded by a jump-3 gap and trade to Stormhaven hindered by fuel-less Bingo and the bureaucracy at Sastri.

The Monarchy built up a military force to combat piracy and *ihatei* incursions, and in 730 received an offer to join the Corellan League. Concerned the impending Federal Constitution would dilute her authority, Monarch Anne I turned down the offer. When the Corellan League offer was renewed in 843, Monarch Jeremy again refused, instead supporting the effort of several Ducal houses to settle the nearby garden world of Amsigiiga, fallow since the expulsion of *ihatei* groups several years earlier. Amsigiiga was colonised in 843 and Jeremy assigned the future Monarch Anne II, then the Eighth Duchess Vanbrettin, as viceroy. In 850 the Royal Lod Space Force occupied the Eerker system – one parsec from Lod and two from Amsigiiga – ostensibly at the invitation of the government to suppress an insurrection but in reality to secure a friendly port between Lod and its new colony. Eerker 'requested' membership in the Monarchy of Lod in 851 and has been ruled by a royal governor ever since.

As a result of the occupation of Eerker, the Imperium shifted its x-boat link on the route to Delta Base from Eerker to Aakumaska. Despite this initial tension, in 930 the Imperium offered client state status to the Monarchy, hinting at eventual membership and the elevation of the monarch to imperial ducal status. The elderly Anne II refused to consider the proposal and the offer was not renewed when her successor, Monarch Harrold, ascended the throne in 932. During the Third and Fourth Frontier Wars, the Monarchy maintained a policy of strict neutrality, denying access to both Imperial and Zhodani warships but its location far from the fighting did not cause either side to press for advantage. Both major interstellar states maintain an embassy on Lod.

The current reigning Monarch Anne III was elected by her peers in 1085 at age 52. Clearly a recipient of anagathic treatments, she remains youthful into her seventies and has stated her desire to outlive her namesake Anne II, who lived to be 137. The Monarchy has a feudal hierarchy with the 16 major, or ducal, houses directly serving the monarch. The monarch is elected for life from the candidates put forward by the major houses with the stipulation that the houses of the previous two monarchs cannot put forth a candidate for election. The candidate is usually the head of a ducal house but in some instances, like the current monarch – Anne III of House Thaw and niece of the current Duke Thaw – a better suited or more popular candidate is put forward. In any case, the new monarch abdicates any previous titles. The runner-up in the election normally becomes Viceroy of Amsigiiga but retains all titles, as the position is subject to the whims of the monarch or to the results of a new election upon the end of a monarch's reign. The current viceroy is the Twelfth Duke Brookswood, Benjamin Answari-Brooks.

The Monarchy oversees a bureaucracy headed by the chancellor, who serves as chief minister and the ministers at the head of bureaucratic departments. Ministerial positions are held by the nobility, although usually from the lower tiers of counts, marquises and barons of the minor houses. For the past century, attaining a ministerial position has been the major basis for creation of a new minor house and these houses, unlike the original 60, do not owe fealty to the ducal houses but directly to the reigning monarch.

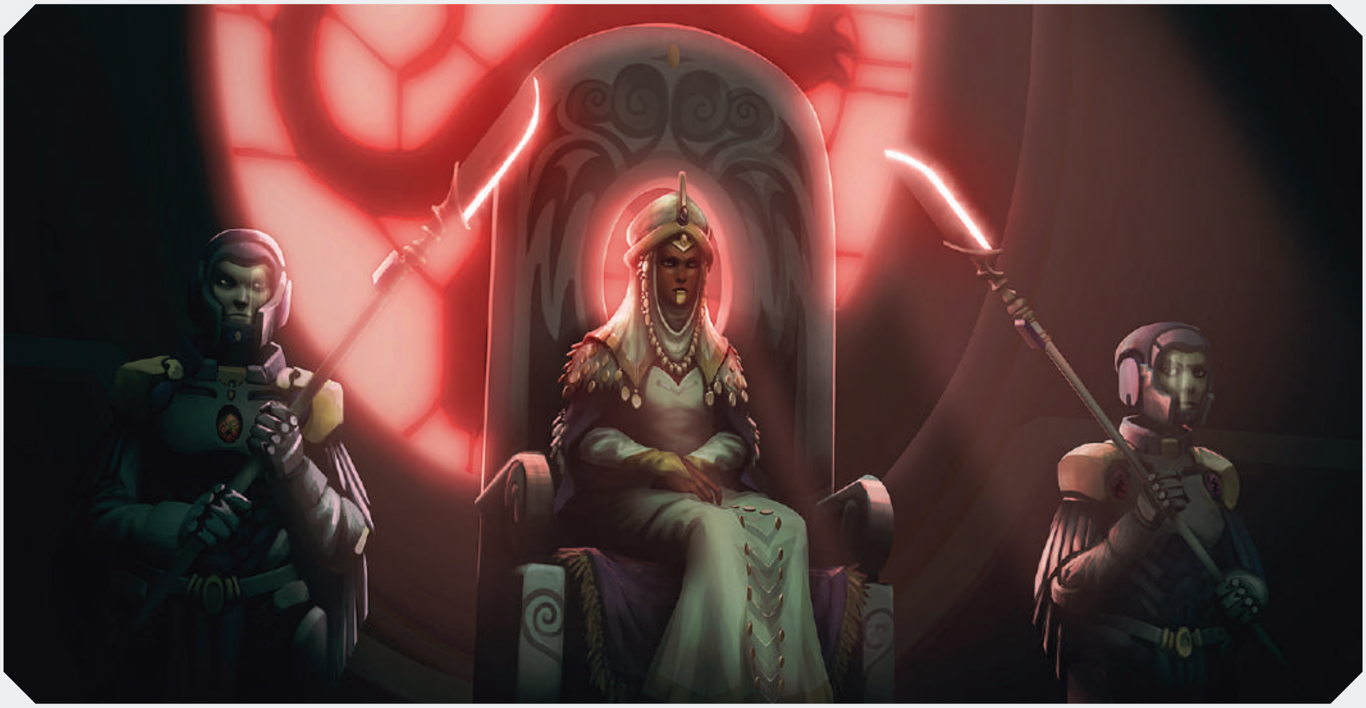
The fiefs ruled by major or minor houses are subject to *The Law of the Manor*, which covers local law enforcement, licensing and judicial matters for most issues. Serious crimes, crimes affecting the Monarchy or which cross multiple jurisdictions are subject to the royal courts, answerable to the Minister of Justice and the Monarch.

While Amsigiiga's government is a miniature of Lod's, complete with fiefs spread among settled regions, the harsh world of Eerker is different. With a population of nearly a million, the planet has been under military occupation for more than 150 years and more than two-thirds of the population is descended from pre-occupation natives. These natives have few rights and are treated as little more than slaves. The Royal Lod Army is the occupying power. It is a force composed of noble officers not influential or talented enough to serve in the Royal Lod Space Force and of enlisted conscripts who serve in lieu of prison time.

The Royal Lod Space Force (RLSF) is the dominant military service of the Monarchy. A mixture of feudal levy and professional navy, the Space Force's budget is half supplied by the Monarchy and direct taxation, and half by contributions in cash or in kind from the feudal houses. The bulk of the budget supports more than 120 5,000-ton Dragon destroyers, which serve more as a noble house's emblem of pride than an organised military force. A few prestige ships exist, including the monarch's new 100,000-ton flagship *Divine Wind* and a few cruiser-class ships provided by ducal houses, however they mainly serve in orbit around Lod, making a few forays to Eerker and Amsigiiga to show the flag. System defence forces are underrepresented, with a focus on smaller system defence boats and the heavy armaments aboard the two fortress-like naval stations at Lod and Amsigiiga. Formations are based on ad hoc task forces that have not seen offensive duty outside two anti-pirate operations in the Marrakesh subsector and occasional sweeps to rimward to deter *ihatei* incursions. A 1096 fleet exercise to deploy to Sant Rabloes conducted with inadequate tanker support ended in an embarrassing fiasco that resulted in replacement of the entire flag officer corps.

The Royal Lod Army (RLA) is a small force tasked with security operations. The RLA Monarch's Regiment is an elite highly trained unit protecting the monarch and royal properties. The other 10 regiments, including the Eerker Occupation Regiment, have been described as poorly led and trained, although they are fully equipped to TL11 light infantry standards, mostly sourced from Valhallan surplus equipment stockpiles.

The Monarchy has long maintained good relations with the Corellan League and Stormhaven Republic. Relations with Stormhaven include a 99-year mutual defence treaty signed in 1033. Relations with the Third Imperium are cordial but distant, with an Imperial ambassador on Lod and an occasional Lod embassy at Iderati, currently staffed by the monarch's son,



Lord Horatio Thaw, Count Usu. A Zhodani embassy is present on Lod but the Monarchy has never sent an ambassador to the Consulate. The Monarchy has also signed mutual defence arrangements with Beriel and Sant Rabloes but after the 1096 fleet exercise fiasco in which only half the RLSF arrived at Sant Rabloes prior to the conclusion of the operation, both worlds have indicated reluctance to renew arrangements once they expire. The monarch has dispatched new ambassadors to both worlds to shore up relations.

Lod remains a party to the Web Edge Consortium, allowing trade with the I'Sred Protectorate through Web Edge. The monarch and all 16 ducal houses own shares in Lod's corporate relationship with the Consortium. As part of its treaty obligations, the RLSF maintains a squadron of Dragon destroyers in orbit around Web Edge.

DRAGON DESTROYER

The Royal Lod Space Force Dragon is a somewhat ridiculous warship, in many ways more status symbol than optimised warfighter. At 5,000 tons, it is one of the largest streamlined ships in production and possibly the largest equipped with aerofins. While a Dragon can touch down on most worlds, few downports can accommodate ships its size and finding a flat surface large and sturdy enough for landing can be a challenge. Dragons are occasionally forced to land on water to support their mass. Fortunately, their armour is so light they float.

The Dragon has a blended wing body elongated enough to resemble – slightly – a dragon in flight. The stacked bridges resemble the 'snout' and the heavy browed eyes of the dragon. The lower wings are outfitted with a medium mass driver and particle bay, whilst the upper deck contains 350 tons worth of missile bays

The ship's smaller armament includes nine each of particle and plasma barbettes, 15 triple beam lasers for point defence and 10 triple sandcasters to help defend the ship's thin armour from laser fire that might not be stopped by the ship's reflec coating. While the neighbouring Storm Knights use reflec to supplement thick armour, on a RLSF Dragon, it is merely a shiny coating over inadequate armour.

The interior of the Dragon is designed more like a yacht than a warship. Equipped with two luxury staterooms to support a flag officer and a captain, the segregated and armoured senior officers' section contains a biosphere lounge, medical bay (along with dedicated doctor and space for an imported autodoc), library and imported armoured vault to be used as the captain sees fit. The two bridges are detachable for extra survivability and the aft hangar bay is a large generic enclosure to support whatever small craft the captain chooses to employ. On some ships it holds nothing but the captain's yacht.

The junior officers and enlisted do not share in their officers' luxury but the ship's interior retains high-quality furnishing and walls often adorned with murals and other artwork. The lack of repair drones and advanced automation requires a full crew for maintenance and damage control parties, making the ship more crowded than similarly sized destroyers of other militaries.

Dragons are by far the most numerous starships in Royal Lod Space Force. Command of a Dragon is normally the purview of the nobility, many of whom have purchased their commissions and 'sponsor' their ship through financial contribution or influence. As a result, most Dragons sport a heraldic badge below the royal crest. Many Dragons vary from the standard configuration, sometimes carrying upgraded weaponry and equipment provided by their captain, but more often modified for purposes of emphasising the status or comfort of the commanding officer. While sufficient to defeat a pirate or *ihatei* threat, Dragons are unlikely to fare well against a professional military opponent.

The emphasis on scores of individual Dragons instead of combined fleet resources led to the embarrassing fiasco of the 1096 Sant Rabloes Deployment Exercise with 24 Dragons running on reduced power at Bingo while awaiting refuelling from an inadequate tanker deployment. This resulted in a missed rendezvous at Sant Rabloes and ridicule from the Storm Knight's Order of the Inconstant Star, which still strains relations between Lod and Stormhaven's militaries.

DRAGON DESTROYER

CLASS: HEAVY SCOUT

TL11		TONS	COST (MCr)
Hull	5,000 tons, Streamlined	—	300
	Radiation Shielding	—	125
	Reflec	—	500
Armour	Crystaliron, Armour 4	250	60
M-Drive	Thrust 5	250	500
J-Drive	Jump 2	255	382.5
Power Plant	Fusion (TL8) (size reduction x3), Power: 4,200	294	200.5
Fuel Tanks	J-2, 8 weeks of operation	1,060	—
Bridge	Command, Holographic Controls, Detachable	80	50
Computer	Core/60 (primary)	—	75
	Core/50 (backup)	—	60
Sensors	Military Grade	2	4.1
	Distributed Arrays	4	8.2
	Improved Signal Processing	1	4
	Shallow Penetration Suite	10	5
Weapons	Large Missile Bay (reduced sizex3)	350	187.5
	Medium Particle Beam Bay	100	40
	Medium Mass Driver Bay	100	70
	Particle Barbettes x9	45	72
	Plasma Barbettes x9	45	45
	Triple Turrets (beam lasers) x15	15	37.5
	Triple Turrets (sandcasters) x10	10	17.5
Ammunition	Mass Driver Storage (12 slugs)	48	—
	Missile Storage (2,880 missiles)	240	—
	Sandcaster Storage (400 canisters)	20	—
Systems	Fuel Processor (1,000 tons/day)	50	2.5
	Aerofins	250	25
	High Efficiency Batteries (1,000 power points)	25	2.5
	Barracks (24 troops)	48	2.4
	Brigs x2	8	0.5
	Armoury	11	2.75
	Briefing Rooms x2	8	1
	Biosphere (30 personnel)	15	3
	Library	4	4
	Medical Bays x2	8	4
	Training Facilities (25 personnel)	50	10
	UNREP System (60 tons/hour)	3	1.5
	Vault (TL14)	12	6
	Workshops x5	30	4.5
	Assault Capsules x186	93	9.3

Crew

Captain, Officers x15, Pilots x3, Astrogator, Medics x2, Maintenance x10, Engineers x23, Ship's Troops x24, Administrators x5, Gunners x112

Hull: 2000

Running Costs

MAINTENANCE COST

Cr259659/month

PURCHASE COST

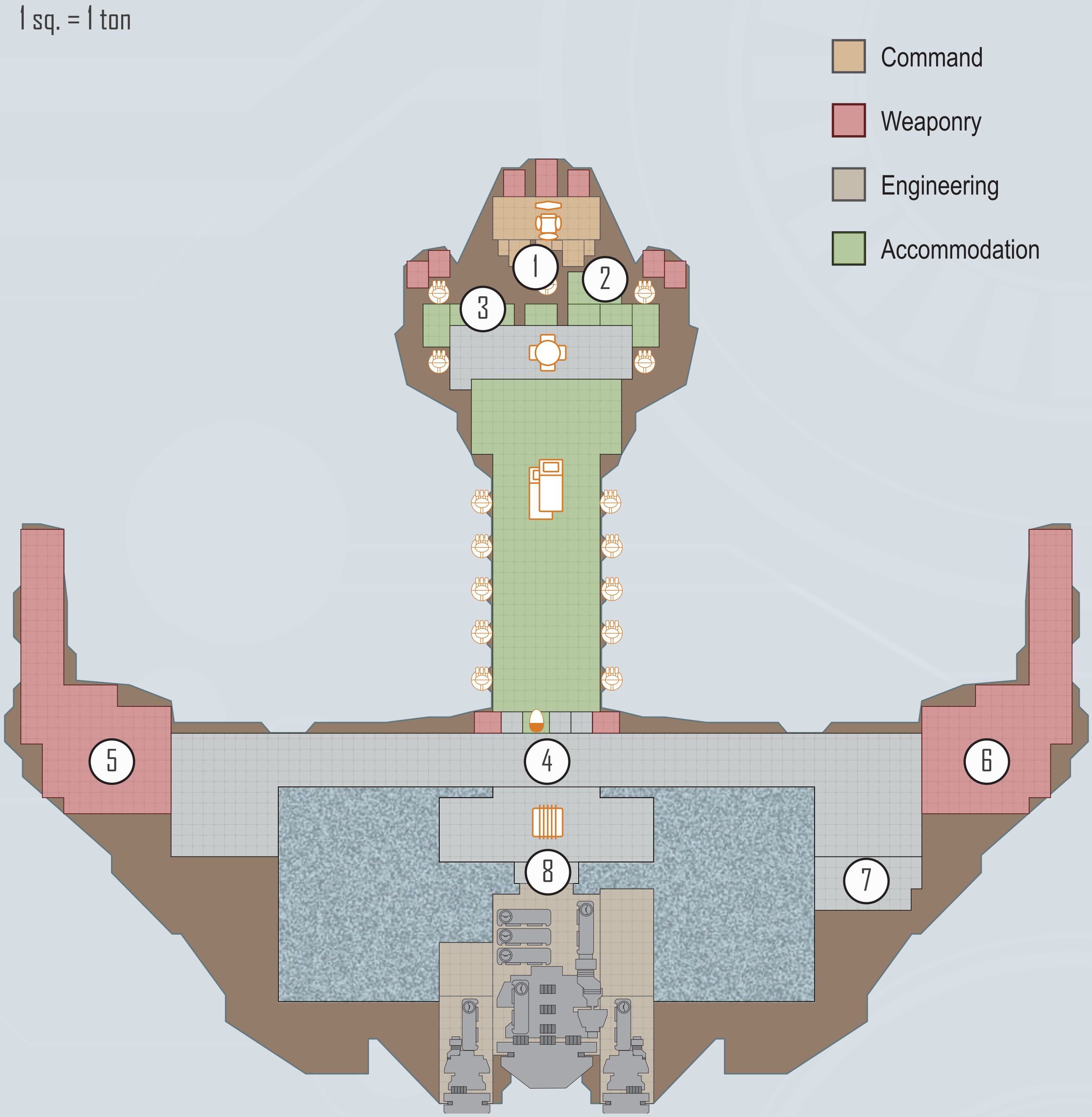
MCr3115.91

Power Requirements

Basic Ship Systems	1000
Manoeuvre Drive	2500
Jump Drive	1000
Sensors	6
Weapons	1018

Craft	Full Hangar (240 tons)	480	96
Staterooms	Standard x87	348	43.5
	High x5	30	4
	Luxury x2	20	3
	Low Berths x10	5	0.5
Armoured Bulkheads	Bridges, Biosphere, Library, Medical Bay x1, High Staterooms, Luxury Staterooms	23.3	4.66
Software	Manoeuvre/0	—	—
	Library	—	—
	Intellect	—	1
	Evade/2	—	2
	Advanced Fire Control/1	—	12
	Battle System/1	—	18
	Electronic Warfare/1	—	15
	Launch Solution/2	—	12
Common Areas		87	8.7
Cargo		211.9	—

Dragon Destroyer


1 sq. = 1 ton
Command
Weaponry
Engineering
Accommodation
1
2
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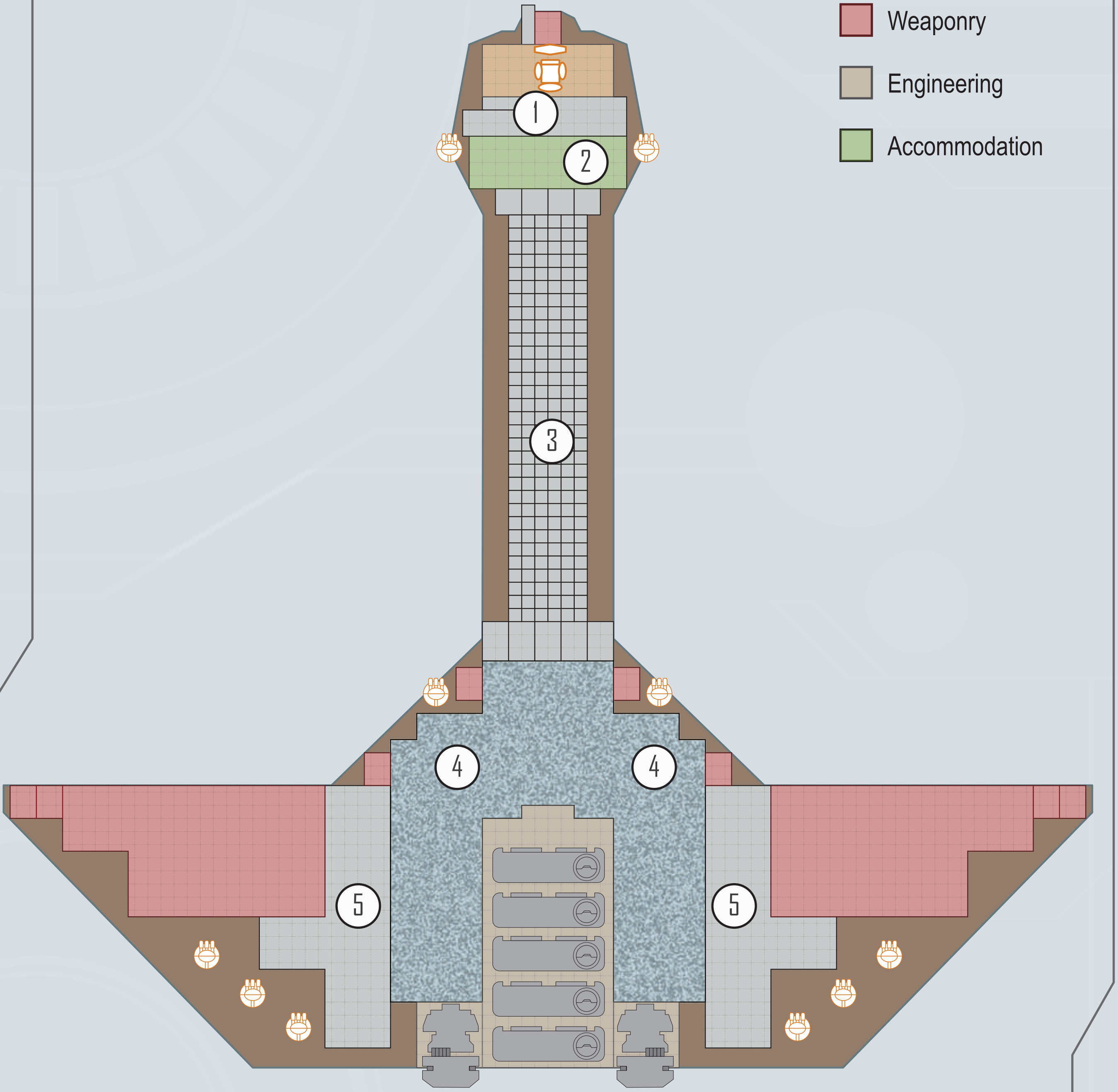
8

DECK 1

1. Distributed Arrays
2. Biosphere
3. High and Luxury Staterooms
4. Full Hanger
5. Medium Particle Bay
6. Medium Mass Driver Bay
7. Mass Driver Ammunition
8. Vault

1 sq. = 1 ton

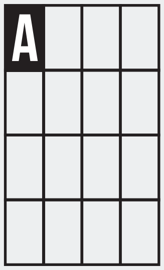
🟫 Command
🟥 Weaponry
⬜ Engineering
🟩 Accommodation



DECK 2

1. Training Facilities and Armoury
2. Barracks
3. Assault Capsules
4. Large Missile Bay
5. Missile Storage

DUCHY OF MAPEPIRE



The Duchy of Mapepire, also known as the Mapepire Cluster, is a small state of 14 systems and six billion inhabitants, primarily Humaniti, occupying the majority of the spinward- and coreward-most subsector of The Beyond. The Duchy began as little more than a protection racket but evolved into a full-fledged federal government, albeit with minimal regulations and a reputation for local autonomy. Eight worlds in Mapepire have standard breathable atmospheres and four are considered garden worlds, making the Mapepire Cluster a pleasant place to live. Most settlers of what is now the Mapepire subsector arrived from the Third Imperium during the Great Pulse of settlement, in some cases overwhelming the ancient but small Corellan settlements on the most clement worlds.

Within just a few years, corsairs began preying on these small frontier settlements. The Cluster is named after one of these corsairs, Mapepire Balsayn, who in 638 founded the gas giant ring outpost that bears his name as a base for his band of rogues. Mapepire soon found offering his services to the nascent colonies as protector was more profitable and far safer than raiding the colonies directly. In 672 he became the self-proclaimed Duke Mapepire Balsayn, ruler of the Mapepire Cluster. Balsayn's descendants still rule the Duchy. Piracy is now nearly non-existent within the Duchy and the Duchess's Own Legion patrols the territory to protect commerce and visitors.

The Duchy of Mapepire is a federation of worlds that adopted some of the structures and practices of both the Third Imperium and the Corellan League. Individual worlds are nominally represented at the capital of Mapepire Balsayn by nobility. Populous Beaumonde is represented by a count, and the rest by barons, but the actual government structure of worlds themselves is self-determined by the local populace. The Duchy regulates inter-system commerce, maintains standing armed forces and both operates and protects the primary starports in each member system. The current ruler is Twelfth Duchess Balsayn, Arabellatra Venes-Kincaid-Balsayn. The duchess ascended to power in 1084 at age 47 after a botched coup by her elder brother Alexander resulted in the death of their mother Rowena-Beatrice and Alexander's summary execution by the new duchess herself.

The military of the Duchy is directly controlled by its ruler. The Duchess's Own Legion is a collection of naval and marine assets organised as a unitary force structured as a single fleet, with task forces assigned to specific duties, usually patrol forces often as small as a pair of Viper interceptors. Strike Task Forces are formed as required, centred on the duchess's flagship battlecruiser *Star Sapphire* or one of the eclectic collection of 11 cruiser-class ships commissioned over the course of the last four ducal reigns.

In addition, each system is assigned a named fleet of system defence assets, mostly system defence boats but with larger worlds meriting a few cruiser-sized monitors and ship's troops to support the naval vessels and protect the Duchy's starports and military installations. These defence fleets are answerable to the duchess, who assigns a commodore – often a member of the duchess's extended family – and provides a portion of the naval assets and a squadron of 2–24 Viper interceptors to supplement defences. Systems capable of building their own ships provide additional assets to their system fleets.

Mapepire has had a fractious relationship with Principality of Bruhkarr for most of its existence, with the Principality accusing Mapepire of supporting piracy

in the space surrounding the Duchy. The Duchy's relationship with the Corellan League is more cordial, despite Mapepire having essentially annexed five of the League's worlds centuries ago. The League remains Mapepire's largest trading partner. In contrast, trade with the neighbouring Trelyn Domain is nearly non-existent, partially because of the poorly developed nature of the worlds between them but mostly because of distrust by the Trelyns over pirate activity in the gap separating the two states. Mapepire of course denies any involvement in such activity.

Mapepire maintains good relations with the Third Imperium, which sees the Duchy as a counterweight to its former client state of Bruhkarr but neither Mapepire nor the Imperium seems interested in formalising the relationship into client state status. Relations with the Zhodani Consulate are nearly non-existent, strained by alleged support for corsairs operating in neighbouring sectors and animosity between the Duchy and Bruhkarr. Still, psionics are not restricted in the Duchy and both Beaumonde and Vlad have large Psionic Institutes. Buffered by distance and Humaniti's frontline states, the Duchy has little contact with the Aslan Hierate, although the world of Lilith has begun an outback dustspice agricultural operation that attracts Aslan traders.

Mapepire space remains free of corsair activity and the Duchy does not condone, support or harbour pirates – at least not openly. While the Principality of Bruhkarr has often directly accused Mapepire of supporting corsair activity, the Principality has never been able to produce concrete evidence of anything but indirect or circumstantial links, although there have been many circumstantial links.

MAPEPIRE VIPER INTERCEPTOR

The workhorse of the Duchess's Own Legion is the aptly named Mapepire Viper, a small, fast, deadly ship designed to serve customs control, scout and anti-piracy functions. Although displacing only 200 tons and limited to jump-2, the Viper is faster and more manoeuvrable than many fighters, able to engage the enemy at very long range and capable of delivering deadly fusion fire at shorter ranges. Its armour will deflect most turret-mounted weaponry and its sensors detect all but the stealthiest ship. The standard Viper is a matte black menacing presence, visible as a dark shadow on the starfield but rumours persist of a stealth version designed for surveillance and – some will claim – privateering beyond the borders of the Mapepire Cluster.

Designed by Vroman and Associates of Mapepire Balsayn, the Duchess's Own Legion ordered the first Vipers in 1068. While each ship's initial crews claim naming rights for their vessels, the ships' official designations are VI-###, starting with the prototype VI-201, named *Viper*, launched in 1072 and accepted for duty in 1074.

Capable of 9G acceleration, Vipers replaced the older 7 G Mongoose interceptors, many of which were sold as surplus. In 1102, VI-1000 *Eldritch Dream*, entered service. By 1105, a total of 874 Vipers had been produced for the Legion, with another 26 on order and in various stages of completion. Of the commissioned ships, 17 had been lost in service and 19 written off for a variety of reasons. Private or foreign buyers have ordered another 48 Vipers, designated as VE-2## escorts. Off these, 28 have been delivered, 12 are under construction and 8 are completed, however final delivery is pending licensing or diplomatic resolution.

The Legion utilises Vipers as patrol craft within Mapepire's borders and in adjacent systems with mutual defence arrangements. Patrolling in-system around mainworlds and common refuelling points such as gas giants and iceballs, Vipers generally operate in pairs but sometimes in small squadrons of four to six craft if expecting significant opposition. The Viper's high acceleration allows it to run down any ship it pursues and outrun any ship too large to handle.

In 1097 a squadron of four Vipers defeated a mercenary cruiser and three armed troop transports during an attempted coup in the nation of Jannasav on Hunyadi. After outrunning an initial volley of missiles, the *Vipers* charged the intruding vessels, fried the mercenary cruiser with fusion fire and accepted the surrender of the single surviving troop transport, earning the Duchess's Own Legion the thanks of the government and permission to station a permanent garrison on the border world.

In 1104, the Principality of Bruhkarr's Royal Navy seized VE-204 *Black Banshee* at Dragonrest, accusing the crew of piracy and transporting them for trial at Yaple. The Duchy of Mapepire disavowed any responsibility for VE-204's actions, providing notarised documentation of the bill of sale to a registered military contractor. The crew is appealing their death sentences.

MAPEPIRE VIPER INTERCEPTOR

TL13		TONS	COST (MCr)
Hull	200 tons, Streamlined	—	12
	Radiation Shielding	—	5
Armour	Crystaliron, Armour 10	25	6
M-Drive	Thrust 9	18	36
J-Drive	Jump 2	15	22.5
Power Plant	Fusion (TL12), Power: 300	20	20
Fuel Tanks	J-2, 8 weeks of operation	44	—
Bridge	Holographic Controls	10	1.25
Computer	Computer/25 (primary)	—	10
	Computer/15 (backup)	—	2
Sensors	Improved	3	4.3
	Enhanced Signal Processing	2	8
	Countermeasures Suite	2	4
Weapons	Triple Turret (long range, high yield pulse lasers)	1	5.5
	Fusion Barbette	5	4
Systems	Fuel Scoops	—	—
	Fuel Processor (40 tons/day)	2	0.1
	Repair Drones	2	0.4
	Aerofins	10	1
	Armoury	1	0.25
	Breaching Tube	3	3
	Forced Linkage Apparatus (TL12)	2	0.1
Staterooms	Standard x5	20	2.5
	Low Berths x8	4	0.4
Software	Manoeuvre/0	—	—
	Library	—	—
	Jump Control/2	—	0.2
	Auto-Repair/1	—	5
	Fire Control/2	—	4
	Intellect	—	1
	Virtual Crew/0	—	1
Common Areas		5	0.5
Cargo		6	—

Crew

Pilot, Astrogator, Medic, Engineers x2, Gunners x4

Hull: 80

Running Costs

MAINTENANCE COST

Cr13333/month

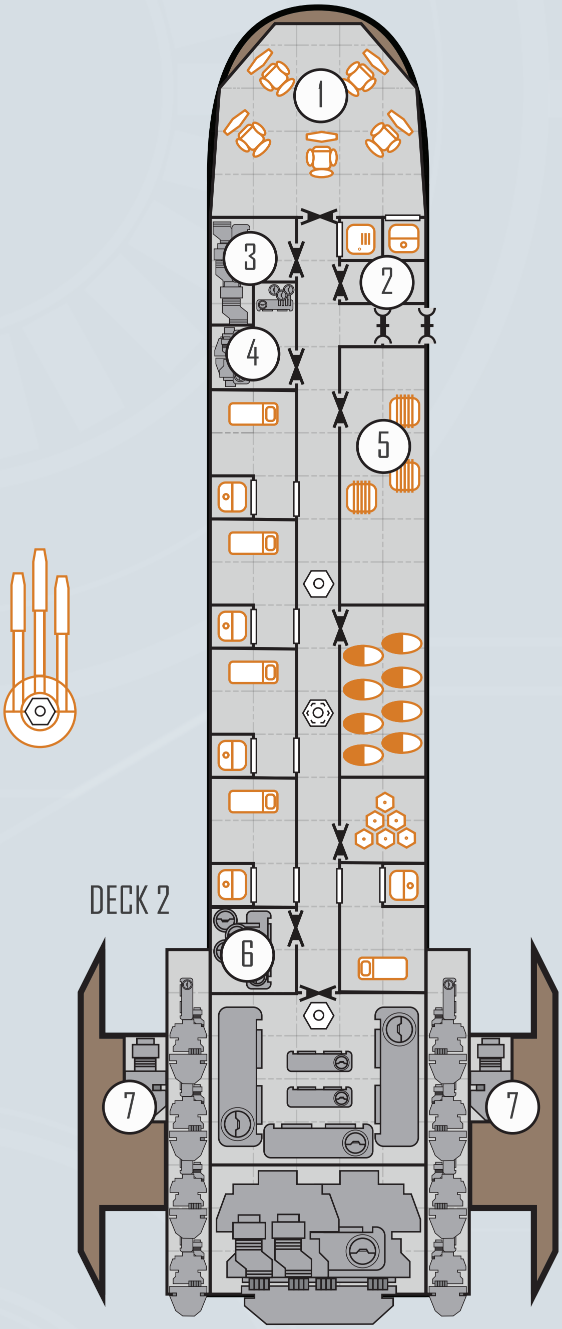
PURCHASE COST

MCr160

Power Requirements

Basic Ship Systems	40
Manoeuvre Drive	180
Jump Drive	40
Sensors	7
Weapons	33

Mapepire Viper Interceptor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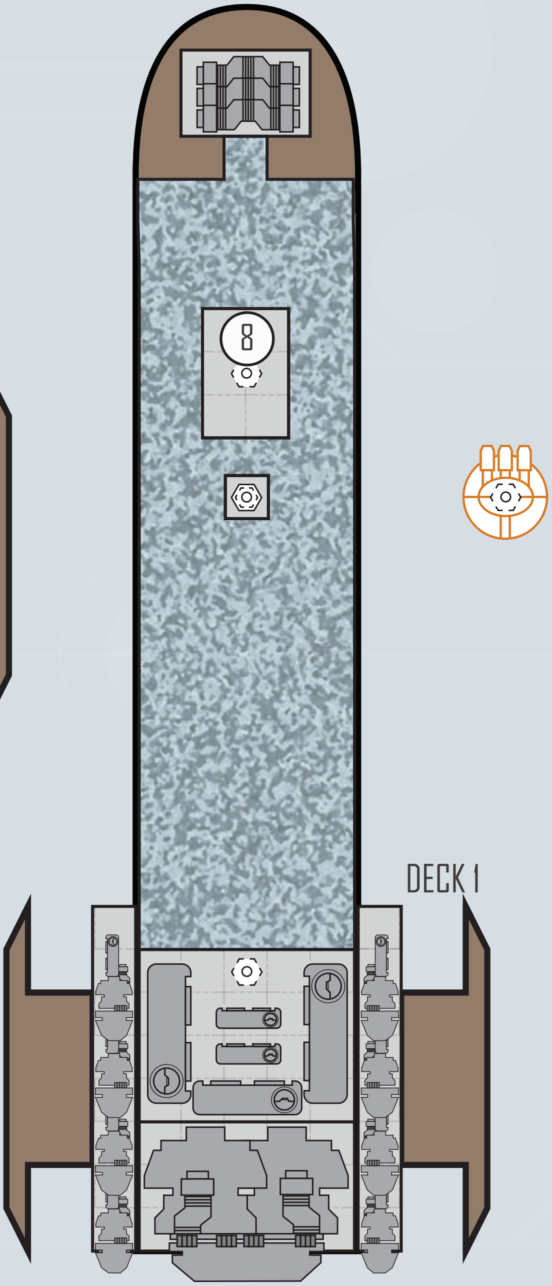
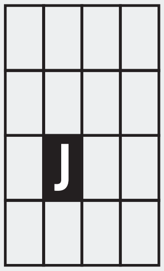
DECK 2

1. Bridge
2. Armoury
3. Enhanced Signal Processing
4. Countermeasures Suite
5. Cargo Bay
6. Fuel Processor
7. Forced Linkage Apparatus
8. Breaching Tube



NAKRIS CONFEDERATION



The Nakris Confederation consists of nine systems and 4.5 billion inhabitants beyond the rim-trailing frontier of the Corellan League, situated between the Zydarian Codominium and Stormhaven Republic. Centred on the high population world of Nakris, the Confederation faces the Ghost Rift and the spinward extent of the Aslan Hierate.

The Nakris Confederation originated in 433 with the joint colonisation of Nakris by Imperial settlers and Corellans wanting to create a civilisation beyond the influence of both Great Houses and Storm Knights. The previously settled world of Heby joined with Nakris in 530 to form the nascent Nakris Confederation and Nakris itself colonised Atie, Mieskka, Shashur and Dacadad between the mid-500s and early 700s. The nearby worlds of Roffair, Mien and Vroekmozaas joined the Confederation during this period in return for promises of defence from corsair activity. By the 800s, economic difficulties on Nakris had eroded democratic traditions and put in place the dictatorship of the Permanent Chair and the Grand Council, which in turn took control of the Grand Senate of the Confederation, converting the government into a centralised state under Nakris control, although in name and official structure it is still a confederation.

On paper the Confederation is ruled by the Grand Senate with two representatives from each member world. In practice it has evolved into a dictatorship under the guidance of the Permanent Chair of Nakris and the Chair's appointed Grand Council, who also hold 12 of 18 senatorial seats, including those of the corporate-owned settlements of Roffair and Mien who traded their seats for monopoly rights to their systems. Mieskka, the only other major world in the Confederation, has not had a central government in four centuries and its senators are constantly recalled or absent. The rulers of both Heby and Vroekmozaas appoint pliant senators in return for Nakris not interfering in their internal affairs.

The Grand Senators meet in chambers adjacent to the Nakris Betta Starport on the outer moon and use their annual sessions to rubber-stamp the policies of the Permanent Chair. Although the Grand Senators technically have the power to dissolve the Confederacy by a simple majority vote, such an action is unthinkable. Even if that were to occur, the Nakris Star Force, although technically sworn to the Confederation, will by treaty revert to control of its members in proportion to revenue contribution and Nakris provides 99% of the funding and personnel to the organisation.

Although local defence is the responsibility of member systems, the only Confederation military force is the Nakris Confederation Star Force (NCSF). As a result of overwhelming representation from the capital world, the NCSF has a solid command structure, lacking many of the problems of conflicting priorities and special interests faced by the Corellan League Star Fleet. Equipped to TL12 standards and concentrated on frigate- and destroyer-sized ships backed by a core squadron of cruiser-class capital ships, the NCSF is focused on anti-piracy and *ihatei*-blocking missions. The troop component of the NCSF is small but well trained in gunnery, boarding actions and jump deployment. Troops are not expected to occupy territory but to strike decisively in ship-to-ship action

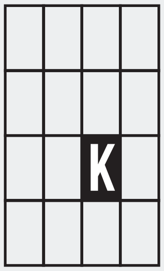
and surface raids. Overall, although not particularly large, the NCSF is the best trained and most effective military force in The Beyond, capable – in war games at least – of going head-to-head with even a major Aslan clan invasion.

Unlike the Corellan League Star Fleet, the NCSF has actually fought a real war within the last century. The piratical behaviour of the Zydarian Star Legion and aggressive tactics of Zydarian missionaries led to the Zydar-Nakris War of 1032–1034. The war ended in the Siege of Zydar and an agreement that removed Zydarian ships and missionaries from the Confederation and the entirety of the Nakris subsector. In the years following the war, the NCSF has expanded its patrol presence into the territory beyond its rimward and trailing borders, becoming a force for order in the sparsely populated region.

The Confederation is active in diplomatic attempts to curtail Zydarian activities, although the efforts have seen little success and Nakris has indicated a willingness to use force against the Star Legion if necessary. Still, the Nakris Confederation has a skilled diplomatic corps that does its best to maintain good relations with all its neighbours. Relations with the Corellan League were wary early in the Confederation's history but have improved considerably since the rise of the Zydarian Codominium. Likewise, a rocky start with the Stormhaven Republic was overcome by centuries of strong trade links and cooperation against *ihatei* activity to rimward. After the Zydar-Nakris War, the two states re-established embassies in each other's capitals but while Zydar has technically lived up to its obligations under the Treaty of Zydar, its Star Legion continues to push the limits with its 'tithing' activities.

Nakris's diplomats have reached far afield, exchanging ambassadors with Jarnac, the Triumvirate, Mapepire, Bruhkarr, Katanga, Avalar, Lod and the Third Imperium, although the Imperium's ambassador has not been replaced since the death of the last envoy in 1102. A diplomatic mission to the Zhodani Consulate returned with some nice gifts but no promise of an ambassadorial exchange.

STORMHAVEN REPUBLIC



The Republic was founded in 422 after the expulsion of the Storm Knights from the Corellan League and the signing of the Peace of Kaiear, which ended the expeditions against the Aslan. It was established as a buffer zone encompassing three jump-1 mains of seven worlds centred on the Storm subsector. Granted as a home for the Storm Knights who had fought Aslan expansion for 1,000 years, the Republic was meant to be a tripwire, with both the Corellan League and the 11 signing Aslan clans agreeing to come to its defence if anyone, whether Aslan, Corellan, I'Sred, Florian or even Imperial violated its independence or threatened its worlds with conquest. In this regard, the Republic has been successful. While *ihatei* bands attempt to infiltrate the Destiny Main nearly continuously, the focus of conflict has shifted to the thin line of neutral and unoccupied systems between the Republic and the Hierate.

The world of Stormhaven – formerly Garrone – is the centre of the Republican, which rules over 21 worlds arranged in three mains, each of seven systems named after their most prominent worlds: Stormhaven, Excalibur and Destiny. As with many other smaller states on the periphery of the Corellan League, the Stormhaven Republic is a lopsided interstellar state with the vast majority of its population and wealth concentrated in one system, in this case the world of Stormhaven with a population of six billion. Just more than 70 million inhabitants are spread among the remaining 20 worlds and more than half of these people reside on Excalibur. The Destiny Main is the least populous of the three mains but despite being home to three of the Republic's five Storm Knight bases, the seven systems of the main still suffer from encroachment by Aslan *ihatei* searching for new lands.

Despite the dominance of the Stormhaven system, the Republic functions with broad representation. The Congress is a bicameral body of a Senate with three delegates from each of the 21 worlds and a House of Delegates with logarithmic representation, such that Stormhaven only holds nine of the 99 seats.

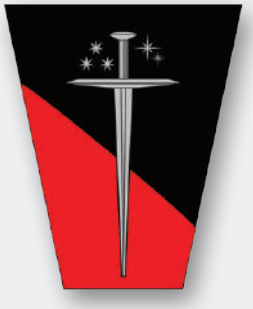
The Executive branch has veto authority and requires unanimity to sign legislation and authorise expenditures. It consists of three Executives, one from each of the mains. As the Executive of the Stormhaven Main is always appointed by Stormhaven in the end, while Stormhaven cannot set the agenda, it can thwart it; as can Excalibur or Destiny, leading to a government that sets policy by consensus. The High Court of the Republic includes three judges from each main but it has little effective power in matters of policy relative to the other two branches.

The Grand Masters of the three Orders of the Storm Knights are not formally part of the government but subject to oversight by the Executives and funded by the Congress. The Storm Knights are the official military of the Republic, with its three Orders. The Order of Thunder, Order of the Inconstant Star and the small but elite Order of Shadows provide system defence, mobile operations and covert and special operations, respectively. See the Storm Knights section beginning on page 50 for more information on these Orders.

Stormhaven is by treaty a neutral Humaniti-dominated state on the frontier of the Aslan Hierate. As such, it attempts to stay out of foreign entanglements with larger regional states and avoids antagonising the Aslan clans who could – if they put their minds to it – overrun the Republic in one massive surge. Relations with the 10 remaining signatory clans of the Peace of Kaiear are determined by the treaty and ambassadors are exchanged on a regular basis with the four Tlaukhu clan signatories maintaining large permanent compounds on Stormhaven. In return, the Republic has posted ambassadors on a half-dozen Aslan worlds.

The rise of the Zydarian Codominium has prompted a more aggressive Republican foreign policy regarding neighbouring Humaniti-dominated states. Joint patrols with Nakris are common and the furthest patrols of the Inconstant Star are those to deter the Zydarian Star Legion. The largest trading partner of the Republic is still the Corellan League and Gateway Consortium stations maintain links between the two states, who have enjoyed cordial relations since the end of the brief Corellan Federal period in the 700s.

The exceptions to the Republic's avoidance of entanglements are mutual defence treaties with Sant Rabloes, Beriel and Lod, although relations with the Monarchy of Lod have been strained since Anne III reacted poorly to the Order of the Inconstant Star's ridicule of Lod's performance in the Sant Rabloes fleet exercise.



ZYDARIAN CODOMINIUM

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The Zydarian Codominium is the direct result of the efforts of Zydar – born Zymiron Argabenton – and his band of Disciples to end the Third World War on Tirost. The forced end of the fighting in 930 was followed by a declaration of independence from the Corellan League and the establishment of a theocratic government on Tirost. Zydar, who claims to be a reincarnated Ancient with special knowledge, changed the name of his homeworld and established a religious dictatorship based on the 'Codominium' of his human and Ancients souls. His Star Legion, considered little better than pirates by most, extracts 'tithes' from followers and unbelievers alike, hampering interstellar trade in the region.

A purge of leadership and reorganisation of society known as the Great Realignment cemented Zydar's control of his world by 935 and spread his rule to the outpost of Oquir – renamed Zydoquir – by 936. Oquir had been under control of the former Tirostian nation of Kanbarre and for the next few decades was Zydar's only claim to interstellar statehood. The establishment of the Star Legion of the Codominium in 962 was followed by its occupation and 'voluntary' conversion of Danaria – renamed Zydanar – and Exanos – renamed Zydexnar – in 963. The Corellan League reacted poorly to these occupations but war was averted after Zydar declared his expansion to be complete and in 964 he signed the Treaty of Nestor, guaranteeing the independence of that Consortium-controlled system, which remains the main trade conduit to Zydar.

During the course of the previous century the Zydarian Star Legion has caused disruption to trade and traffic in the sparsely travelled Spinward Drift and Ghost Rift subsectors and even into the frontier regions of the Vanguard Reaches and Touchstone sectors. Its 'tithing' – essentially piracy and extortion dressed up as religion – led to confrontation with the Nakris Confederation. The Zydar-Nakris War of 1032-34, ending with the Nakris Confederation Star Force besieging Zydar. A subsequent treaty signed by Zydar himself promised permanent withdrawal of Star Legion ships from the Nakris subsector and an end to missionary activity within the Nakris Confederation. Although missionary activities in the Corellan League and Hefrin Colony continue, the conversion rate remains very low.

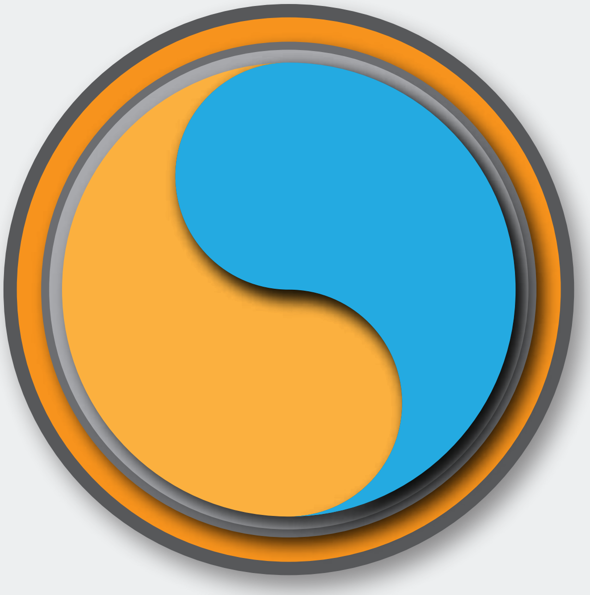
In 1065 Zydar celebrated his 200th birthday in a Codominium-wide Jubilee. Since the celebration, the Duality Prophet has not been seen in public and his decrees have been announced by his Apostles.

The Zydarian Codominium is a well-run organised state religion. The Disciples of Zydar, essentially priest-bureaucrats, maintain a hierarchical structure of Bishops, Archbishops and Cardinals who rule cities, dioceses and provinces. The senior-most Disciples are Apostles, commanding central government ministries and forming the Apostolate Council, which implements the teachings and decrees of Zydar himself. All citizens are members of the Zydar Codominium faith and contribute a 10% tithe to the church. All businesses have a Disciple as a board member and contribute 10% of their earnings. The Zydarian Codominium's internal security is the purview of local Bishops and Archbishops, who ensure public order with paramilitary Guardians and an extensive public surveillance system. Tax collection and the provision of government services are remarkably efficient, especially considering the contradictory and obtuse tenets of Zydar. In contrast, chaotic foreign policy and the seemingly undisciplined actions of the Star Legion lend to an appearance of disarray to outsiders.

The external security service is the Star Legion, which most observers consider little better than a conglomeration of corsair bands with little standardisation in equipment and a loose command structure under the theoretical control of the Apostle of the Armada. Star Legion ships range from converted freighters in the 200–5,000-ton range to locally built TL10 ships in the 100–2,000-ton range. Although some Star Legion ships operate with imported jump-2 drives, most are only jump-1 capable but able to perform multiple jumps with internal space either permanently allocated as fuel tankage or employing collapsible fuel bladders or fuel/cargo containers. These ships, often deployed in groups of 2–5, enforce 'tithes' on commercial vessels travelling far outside the Codominium's borders. Failure to pay results in the seizure of the vessel until payment, plus 'storage fees', are paid. Essentially the Star Legion holds the vessel and crew for ransom. This has discouraged commerce and development in the region around Zydar for the past several decades and has led to discussions within the Corellan League of launching a punitive expedition much as Nakris effectively accomplished during the Zydar-Nakris War.

The Codominium does not have good relationships with any of its neighbours, mostly as a result of the actions of its Star Legion and the failure of diplomatic efforts to address the problem. The Corellan League withdrew its ambassador to Zydar in 1102 and the Jarnac Pashalic has threatened retaliatory action against Star Legion tithing in the Spinward Drift and Jarnac subsectors. Relations with the Nakris Confederation have been stable since the conclusion of the Zydar-Nakris War but while Nakris acts as the intermediary between Zydar and the Corellan League in current diplomatic discussions, it is not sympathetic to the Codominium's policies – or lack of policy – in regard to the Star Legion. Zydar has not had formal relations with the Hefrin Colony since a 1036 'tithe collection' at Kuuna led to the Colony signing a protection treaty with the Jarnac Pashalic in the following year. Relations with the Aslan Hierate are nothing more than skirmishes with *ihatei* to rimward.

The question of Zydar's health and decades-long absence from public view is not discussed within the Codominium. Doctrine holds him to be immortal and immutable, so any insinuation of his demise or even incapacitation is heresy and punished as such. If pressed a Zydarian will point out the ease of falsifying recordings of an immutable prophet, so the lack of any visual or auditory records of Zydar's existence for the last 40 years is actually proof he is just fine, just taking a spiritual retreat. Outside observers are rarely convinced by this logic.



Zydarian Codominium

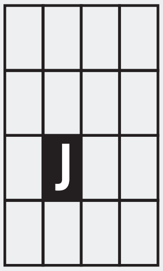
ORGANISATIONS OF THE BEYOND

Besides human governments and Aslan clans, other organisations have considerable power in The Beyond Sector. Many of these are corporate but this far from the Third Imperium and the megacorporations ubiquitous across 10,000 systems have much less sway. The markets of the distant sector are not large by Imperial standards. The entire population of Humaniti in The Beyond is less than 50 billion, less than a seventh of the population of the Spinward Marches. Seven individual systems in Deneb have a greater population than all of Humaniti across The Beyond.

Trade in this sector is dominated by local corporations, many of Corellan origin. Within the Corellan League a multi-system corporation is registered by the League as a Consortium. Collectively they are known as the Consortia. Consortium registration grants advantages in transferring profits, assets and inventory between systems, and provides broad legal protections, but also requires board membership and ownership to be spread among at least three member worlds.

Other organisations such as the Storm Knights of Stormhaven have a reach and tradition extending beyond national boundaries but they are more closely tied to their governments.

GATEWAY CONSORTIUM



The Gateway Consortium is registered within the Corellan League as an operator of commercial starports and starships for the purposes of conducting foreign trade. Although its charter does not preclude the Consortium from conducting trade and operating starports within the League, more than 90% of Gateway's business is related to interfaces between the League and its neighbours, mainly in the trailing border regions in the Nakris, Zydar and I'Sred*Ni Heptad subsectors, although its only trade with the I'Sred Protectorate occurs with third party assistance out of the Consortium's brokerage office on Shalukin.

Formed in 435, the Gateway Consortium dominates large scale trade between the Corellan League, Stormhaven, Nakris and Zydar. Gateway is a major factor in commercial ties with Beriel and has a minor but growing presence in trade to the Jarnac Pashalic, Monarchy of Lod, Marrakesh, Sant Rabloes and the Florian League. A series of lawsuits has hampered trade activity with the Kajaani Triumvirate. Trade with various Aslan clans has risen and subsided over the centuries but is currently not a major source of income.

In six systems the Gateway Consortium has established starport-class waystations and become – in effect – the system government. The Consortium Headquarters has been located at the Class B Gateway Highport in orbit since its executive offices transferred from Shekerleb in 63. The Consortium controls additional Class B starports at Nestor, Pit Stop, Stovall, Boduhr and Link.

For centuries the Gateway Consortium maintained an effective monopoly on trade routes by limiting commercial access to its ports to its own vessels and by charging high rates to those military vessels from Corella, Nakris and Stormhaven wishing to use Gateway facilities for resupply or minor maintenance. While the League supported this position – mainly because of ownership and influence interrelationships with several League Great Houses and other League-registered Consortia – outside states and independent operators were unhappy with this arrangement. In 833 the combined pressure of Stormhaven and Nakris forced the Consortium to surrender its commercial traffic monopoly. The terms and conditions of the Gateway Compact opened access to its waystations to independent commercial vessels and set limits for allowable fees.

At all six Gateway-operated Class B ports, the fee schedule, still determined by the Compact, is as follows:

External terminal docking	Cr500 per day
Internal terminal and maintenance bay docking	Cr5000 per day
Unrefined fuel	Cr200 per ton
Refined fuel	Cr2000 per ton
Large ship (5,000 tons+) external docking	Cr1000 per day, 50,000 ton maximum
Large ship (5,000 tons+) internal docking	Highest of Cr10000 per day or Cr1 per ton per day, 20,000 ton maximum
Accommodations	Variable, starting at Cr50 per day

A Travellers Aid Society hostel is present at each starport via a special lease arrangement and the TAS facility is not bound by the Compact; it is free to charge whatever rates it desires. Since the closure of the TAS hostel on Adhaeoe in the Knoellighz sector, the hostel on Nestor is now the furthest operational Travellers Aid Society facility from the borders of the Third Imperium.

Despite being a registered Corellan League entity and thus under its diplomatic jurisdiction, the Gateway Consortium maintains its own diplomatic staff and consular offices on various major League member worlds and on Jarnac, Zydar, Nakris, Stormhaven, Beriel and Lod.

Gateway Consortium

KRAKEN HEAVY INDUSTRIES CONSORTIUM

Kraken Heavy Industries Consortium (KHI) of Lyheric is a major starship manufacturer with a reputation for solid and practical engineering. KHI designs and engine components are famous throughout the Corellan League and provide the basis for much of the advanced starship technology produced on Lyheric and Corella.

Founded in -378, KHI began as a supplier of equipment to the Storm Knights during the Fifth Expedition. It expanded into starship construction in -354, building the first starship shipyard on Lyheric. In general, KHI has made a conscious decision to focus starship construction operations on Lyheric and Corella alone, although manufacturing plants on Bushido, Valhalla, Dorstyal and Shekerleb produce small craft, vehicles and other heavy equipment, mostly aimed at the commercial sector. A special arrangement with the Valhallan government has allowed KHI to establish a shipyard in Valhallan orbit dedicated to military production, using a combination of Valhallan and more advanced KHI engineering. The first product of this arrangement is the nearly completed *Zavijava*, a ship based on an Acrux heavy cruiser hull but filled with KHI engines and electronics, giving it a meson gun main armament, advanced computers and sensors, and jump-3 capability, although at the cost of swapping half its ammunition bunker space for fuel tanks.

The recently established Advanced Security Division has begun producing advanced military battle dress, energy and gauss weaponry, and military grav vehicles for sale to licensed customers, including a recent controversial sale of 1,000 units of battle dress to the Nakris Confederation Star Force. KHI also offers design services, both for the development of new starships and for the licensing of older (mostly TL11–12) spacecraft designs to other Consortia and governments for a fee, meaning long obsolete designs can continue to generate revenue.

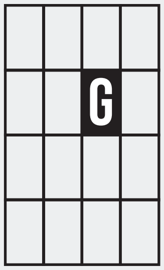
As an old established Consortium, KHI has a vast bureaucracy and reacts slowly to market conditions but remains focused on quality over price, allowing it to charge a premium and support a waiting list with little customer defection.

Kraken Heavy Industries Consortium

Shalukin Consortium

Web Edge Consortium

SHALUKIN CONSORTIUM



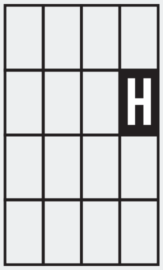
After first contact with the I'Sred Protectorate in -97, relations between the Sred*Ni and the Corellan League were fraught with distrust for centuries. In 234 the Treaty of Waypoint stabilised relations but the Protectorate did not establish an embassy and trade enclave at Shalukin until 347. The Sred*Ni insisted upon a single point of contact for trade – not only a single system but a single organisation – therefore a group of Great Houses and Consortia formed the Shalukin Consortium to meet this demand.

Since 347 the Shalukin Consortium has held monopoly rights to trade between the Corellan League and the I'Sred Protectorate. Up until 648 Shalukin held a complete monopoly on all trade with the Protectorate but after negotiations encouraged by the Third Imperium, the Protectorate allowed a second trade interface to open at Web Edge, controlled by the rival Web Edge Consortium. Regardless, 85% of trade with the Protectorate runs through Shalukin and 95% of visas for travel into the Protectorate are issued by their embassy at Shalukin.

Trade with the Sred*Ni is a volatile enterprise. While exports from the Protectorate are focused on biotechnology products – medical treatments, hybrid biomachinery, bioengineered organisms – goods traded to the Sred*Ni can vary, often from month-to-month, from agricultural products, to heavy machinery to, on rare occasions, literature and entertainment products. Brokers employed by the Shalukin Consortium need to be part diplomat, part economist and part seer, trying to not only anticipate Sred*Ni needs but also trying to determine what the aliens see as a fair exchange.

Other than a sharp drop-off in trade following the Retribution Incident in 694, overall trade has followed a modest growth curve. The novelty of Sred*Ni products and the inability to easily reverse engineer them has allowed the Shalukin Consortium to charge a premium when reselling the goods within the Corellan League and an even higher premium to customers in neighbouring states. While the profit margins fell slightly after the opening of trade through Web Edge, outside observers suspect the two Consortia engage in a degree of collusion to set prices high. This technically violates League regulations but the influence of Shalukin's board members on League policy has prevented any serious investigation of these suspicions.

WEB EDGE CONSORTIUM



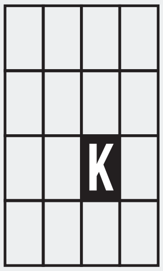
For centuries, the I'Sred Protectorate allowed contact only through the Corellan League's Shalukin Consortium via the Shalukin system. In 638 the Third Imperium's Imperial Interstellar Scout Service contacted the Sred*Ni through Corellan intermediaries at Shalukin and began negotiations, emphasising the vast power, wealth and technological prowess of the distant empire. This approach proved successful and led to further negotiations.

In 648, the Protectorate, Third Imperium, Monarchy of Lod, Thoznaen Empire and four major Aslan clans signed the Web Edge Agreement, opening a second Protectorate embassy and trade enclave on Web Edge, a gas giant moon in the system that now bears its name. Faced with the Protectorate's requirement of interacting with a single entity, several Imperial megacorporations joined the other parties of the agreement to form the Web Edge Consortium. The membership stakes in the Consortium changed over time, first when the Third Imperium and Thoznaen Empire came to blows in 735 and later as additional Aslan clans received shares in return for fealty to the Syoisuis clan. Additional changes have shuffled share percentages but the long-term professional headquarters staff at Web Edge make the most of operational decisions related to trade, except when sensitive technologies require clearance from Third Imperium officials based nearly 30 parsecs away at Iderati in the Spinward Marches.

The Web Edge Consortium focuses on trade in goods, with higher tech Imperial and Aslan products exchanged for I'Sred biomechanical items. The Protectorate embassy authorises very few individuals and almost no vessels to enter Protectorate space from Web Edge and, unlike its counterpart at Shalukin, the embassy has never expressed an interest in cultural items. In 1082, the Consortium brokered permission for an I'Sred embassy vessel to travel into the Third Imperium, all the way to Capital, but the outbreak of the Fourth Frontier War aborted the mission before it began.

Hostility from the Florian League, which the Protectorate has explicitly excluded from any trading relationship and from Vargr corsairs allegedly affiliated with the recently banned Faer Godaedgivaezklae Corporation out of Thoznaen, have led to increased security demands. The Web Consortium has no security forces beyond sidearm-equipped starport customs staff but the Monarchy of Lod and several Aslan clans provide a deterrence force of escort- and destroyer-class vessels in orbit to protect against possible retribution.

STORM KNIGHTS



For more than 1,700 years, the Storm Knights have fought to hold back the tide of Aslan expansion. Their founding dates to -604, when Field Marshal Beatrice Norton, de facto ruler of Garrone – now Stormhaven – established the Order of the Inconstant Star as an offensive force to reclaim the fallen worlds of Halifax and Oberon. In this endeavour, they were never successful. The Order retook and held Halifax for a scant six weeks in -601 before the Aslan counterattacked, driving off the fleet and slaughtering the troops on the ground. The first of 12 expeditions against the Aslan ended in failure in -598 with the signing of the First Truce but the Storm Knights persisted.

Operating separately from the Corellan League Star Fleet (CLSF), the Storm Knights were at first an order of chivalry confined to and authorised by the planetary government of Garrone. Field Marshal Norton's military junta failed with the First Expedition. Her eventual successor, Fleet Admiral Joachim Blaunk, himself the former Grand Master of the Order of the Inconstant Star and veteran of the ill-fated Halifax Campaign, codified the parallel and independent duties of the Storm Knights in -589. Blaunk secretly authorised the Order of Shadows as a separate covert action arm of the Knights and granted control of three ageing asteroid-hull mass driver-equipped monitors to the Order of Thunder for defence of Garrone. In -580, the Storm Knights launched the Second Expedition, dragging the Corellan League into another war against three major Aslan clans and dozens of their vassals. The main result of the five-year struggle – other than eight million deaths – was the fall of the planet Araniopa – now Easakhou – to the Aslan.

Another 10 Expeditions across 10 centuries changed very little, although Garrone fell twice. The Storm Knights shifted their headquarters, first to Bushido in -402 and then to Excalibur in -269, and spread their influence across the League, rivalling the CLSF in influence and resources. While most expeditions had recorded beginnings with major offensives and conclusions with the signing of truces or treaties, the conflict against the Aslan never truly stopped. Somewhere along the frontier some Storm Knights fought against the forces of some clan. After the end of the Seventh Expedition in -197, the border essentially stabilised. The Garrone (Stormhaven) and Destiny Mains were back under Storm Knight and Corellan League control but remained beleaguered and besieged intermittently for the next six centuries.

Finally, the League had grown tired of the parallel military organisation of the Storm Knights, a force that considered itself above the law of any member world and drove those worlds into wars they did not want. The Eleventh Expedition dragged on for 24 years and the Twelfth was in its 13th year in 421 when the League finally had enough but, before the CLSF moved against the Storm Knights, the Storm Knights seized Garrone. They renamed it Stormhaven and dared the League to weaken Humaniti in a futile civil war that would only benefit the Aslan.

Fortunately, the Imperial consul at Waypoint – now Tartakover – intervened and Alberto Rannvik through bluff and force of personality brought a final stop to the endless cycle of expeditions and skirmishes. In 422 Rannvik brokered the Peace of Kaiear, a treaty based upon the Peace of Ftahalr, which had ended conflict between the Third Imperium and Aslan Hierate decades earlier. In addition to ending the expeditions, the Peace set up the Stormhaven Republic as an independent state with the Storm Knights as its military force.

The headquarters of the Storm Knights is on Yagro, the small outermost moon of Stormhaven, occupying a fortress rebuilt after the bombardment of the moon in -89 at the end of the Eight Expedition. Buried deep within the 120-kilometre-wide captured asteroid is the Hall of Heroes, a tomb or cenotaph for every Knight Commander of the three Orders of Storm Knights across their 1,700-year history.

ORDERS OF KNIGHTHOOD

The three Orders of the Storm Knight are, in order of precedence:

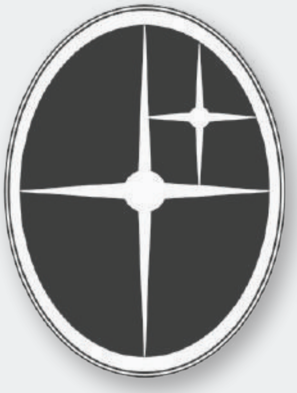
Order of the Inconstant Star (OIS): Responsible for the mobile forces, e.g., starships and deployable troops, whether inside or outside the borders of the Republic.

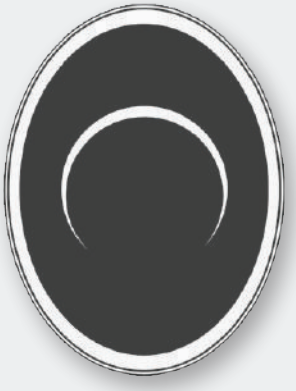
Order of Shadows (OS): Responsible for covert and special operations, e.g., jump troops, specialised commandos and espionage, although prevented from conducting espionage within the Republic except by permission of all three Republic Executives.

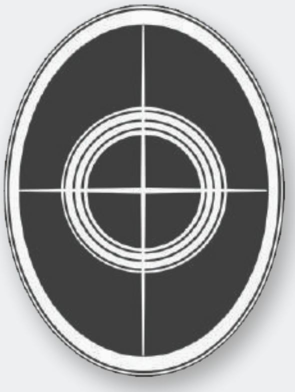
TIMELINE OF THE ASLAN EXPEDITIONS

Expedition	Years	Result
First	-603 – -598	Attempt to liberate Halifax, which was held for six weeks in -601. First Truce signed at Vanity.
Second	-580 – -575	Second attempt to liberate Halifax. Araniopa falls. New border established at the Destiny Main.
Third	-452 – -440	Orbital bombardments strip atmospheres from Teas and Hell but the Destiny Main holds.
Fourth	-407 – -402	Sack of Garrone in -402. First Aslan occupation of Garrone begins. Destiny Main and Excalibur lost.
Fifth	-379 – -376	Garrone recovered in -376 after an Order of Thunder battlerider assault. Excalibur recovered.
Sixth	-269 – -264	Garrone falls in -269. The League's Siege of Garrone ends with a League withdrawal in -264.
Seventh	-200 – -197	Garrone recovered in -198 after a League nuclear bombardment. Destiny Main regained.
Eighth	-92 – -81	Bloody stalemate of siege operations. Garrone's moon Yagro bombarded. Ended status quo antebellum.
Ninth	93 – 101	Begun by Storm Knight surprise attack on Hruhyaiu. Araniopa (Easakhou) briefly recovered in 97. Fighting ended by Treaty of Destiny.
Tenth	194 – 15	Vanity and Rector overrun and then recovered. After many sieges and commerce raids, the war ended status quo antebellum.
Eleventh	309 –335	Very long stalemate with deep raids and sporadic sieges. The war ended status quo antebellum.
Twelfth	408 – 422	Stalemate ended by the Peace of Kaiear. Garrone renamed Stormhaven. Stormhaven Republic is established.

Order of Thunder (OT): Responsible for system defence, including monitors, system defence boats and their jump transports, starport defences and planetary defence batteries. Deployment outside the Republic's borders is only allowed by the permissions of all three Republic Executives.


Order of the Inconstant Star


Order of Shadows


Order of Thunder

STORM KNIGHT RANKS

Ranks within the Storm Knights are a combination of heraldic title and numbered – not named – ranks. All officers are by definition, Knights (although not in the Imperial nobility sense).

Junior enlisted are referred to as Aspirants. There have rarely been any Aspirants who were also Knight Commanders, as any deed worthy of such an award would likely be recognised by promotion and any action infamous enough to seriously strip rank would also strip away a Knight Commander award, except in rare circumstances.

The rank of Knight Commander is a rank equivalent to an Imperial Knight and awarded by two criteria: By Rank or By Deed. By Rank is issued to any officer of an Order who reaches Commander and serves in a combatant command capacity, such as command of a Scimitar frigate or a battalion-sized combat unit, or any officer who reaches Commodore. By Deed is an award for heroism, roughly equivalent to an Imperial Starburst of Extreme Heroism. Anyone becoming a Knight Commander is afforded the rights and responsibilities of Knight Commander and has theoretical emergency command authority in times of crisis, meaning a lowly enlisted-equivalent Knight Commander could seize command from a full Knight who had never been assigned a combat command billet. This has happened on several occasions in combat with generally favourable results. The favoured grade of Knight Grand Cross is only issued to those who earn status both By Rank and By Deed. The head of each Order is the Knight Grand Master.

STORM KNIGHT CAREERS

The Storm Knights are the official military of the Stormhaven Republic, fulfilling the roles of star navy, system defence, star marine, special forces and military intelligence. They operate as three different organisations or Orders: the Order of Thunder, the Order of the Inconstant Star and the Order of Shadows.

Pre-Career Options: The Storm Knights do not maintain service academies, preferring to train their officers in the field. University graduates retain bonuses for joining and receiving commissions in the Storm Knights.

Each Order of the Storm Knights is considered a separate career but a member of one Order can apply to join another without penalty if they left their previous Order voluntarily and not as the result of a Mishap. Career-ending Mishaps in one Order preclude applying to any other Order.

Heroism Rule: In any term, you may take DM-1 or DM-2 on your Survival roll and if you survive, gain this DM as a positive on the term's Events roll. Also gain this positive DM on any roll to receive Knight Commander By Deed for Mishaps and Events in the term.

Additional Promotions: If enlisted, Rank 6 and promoted, gain Knight Commander By Rank status as a Master Chief Acolyte. If an officer, Rank 6 and promoted, become a Knight Commander and if promoted again become a Knight Grand Cross Commander.

Career	Assignment	Qualification	Survival	Advancement
Order of Thunder		INT 6+		
	Line/Engineer		INT 5+	EDU 7+
	Trooper/Gunner		END 6+	EDU 6+
	Flight		DEX 7+	EDU 5+
Order of the Inconstant Star		INT 7+		
	Line/Engineer		INT 6+	EDU 6+
	Trooper/Gunner		END 7+	EDU 5+
	Flight		DEX 7+	EDU 5+
Order of Shadows		END 7+		
	Special Operations		END 7+	EDU 5+
	Intelligence		INT 7+	EDU 5+
	Analysis		INT 5+	EDU 7+

1 ORDER OF THUNDER

Members of the defenders of the Republic's star systems. The Order of Thunder has the responsibility for system defence, including monitors, system defence boats and their jump transports, starport defences and planetary defence batteries.

Qualification: INT 6+
DM-1 for every previous career
DM-2 if you are aged 42 or more
Commission: SOC 8+

ASSIGNMENTS

Choose one of the following:
Line/Engineer: You are responsible for running the ship or its support systems.
Trooper/Gunner: You are a fighter, acting as a ship's trooper or gunner.
Flight: You are a pilot of a shuttle, fighter or other light craft.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Line/Engineer	INT 5+	EDU 7+
Trooper/Gunner	END 6+	EDU 6+
Flight	DEX 7+	EDU 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Equipment
2	Cr5000	EDU +1
3	Cr5000	INT +1
4	Cr10000	Equipment
5	Cr20000	Augment
6	Cr50000	Ship Privilege
7	Cr50000	Ship Privilege

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER (COMMISSIONED ONLY)
1	STR +1	Athletics	Admin	Admin
2	DEX +1	Gun Combat	Astrogation	Diplomat
3	END +1	Gunner	Electronics	Electronics
4	INT +1	Mechanic	Engineer	Leadership
5	EDU +1	Pilot	Explosives	Melee (blade)
6	SOC +1	Vacc Suit	Medic	Tactics (naval)

1D	LINE/ENGINEER	TROOPER/GUNNER	FLIGHT
1	Admin	Gun Combat	Electronics
2	Electronics	Gunner	Flyer
3	Engineer	Heavy Weapons	Pilot
4	Flyer	Mechanic	Pilot (small craft)
5	Mechanic	Tactics	Tactics (naval)
6	Vacc Suit	Vacc Suit	Vacc Suit

RANKS AND BONUSES

RANK	ENLISTED	SKILL OR BONUS	OFFICER	SKILL OR BONUS
0	Novice	—	Candidate Knight	—
1	Aspirant	Mechanic 1	Knight	Melee (blade) 1
2	Acolyte	Vacc Suit 1	—	Leadership 1
3	—	—	—	—
4	—	END +1	Knight (Commander)	Tactics (naval) 1
5	Chief Acolyte	EDU +1	—	Diplomat 1
6	Master Acolyte	—	Knight Commander	SOC +2, min. 11

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury table). Alternatively, roll twice on the Injury table and take the lower result.
2	Severely injured (as above), in a heroic action. Keep this term's Benefit roll but lose INT -1 from brain injury. Roll 10+ to receive the honour of Knight Commander By Deed and stay in the reserve (see page 60).
3	During a battle, defeat or victory depends on your actions. You must make an 8+ check using a Branch Service skill. If you fail, the ship suffers severe damage and you are blamed for the disaster, court-martialled and discharged. If you succeed, you are honourably discharged at the end of the term. If you succeeded with Effect 4+, gain the honour of Knight Commander By Deed and remain in the reserve (see page 60).
4	You are blamed for an accident that causes the death of several crew members. If you were responsible, then gain one free roll on the Skills and Training table as your guilt drives you to excel, before you are ejected from this career. If you were not, then gain the officer who blamed you as an Enemy but you keep your Benefit roll for this term.
5	You are tormented by or quarrel with an officer or fellow crewman. Gain them as a Rival as they force you out of the Order.
6	Injured. Roll on the Injury table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	Trapped in a damaged ship, you must use your wits to survive. Gain one of Jack-of-all-Trades 1, Electronics 1, Mechanic 1 or Vacc Suit 1.
4	You are given a special assignment or duty. Gain DM+1 to any one Benefit roll.
5	You receive advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill you already have.
6	You are assigned ground duty. Gain one of Carouse 1, Drive 1, Flyer 1 or Streetwise 1.
7	Life Event. Roll on the Life Events table.
8	Your vessel participates in a notable action. Gain one of Electronics 1, Engineer 1, Gunner 1 or Pilot 1.
9	A mission goes disastrously wrong due to your commanding officer's error or incompetence. If you report your commander for their failure, then you gain DM+2 to your next Advancement roll and gain the officer as an Enemy. If you say nothing and protect them, gain them as an Ally.
10	Your unit engages *ihatei* invaders in close combat. Gain one of Gun Combat 1, Gunner 1, Electronics 1, Melee 1 or Vacc Suit 1. Roll 11+ to gain the position of Knight Commander By Deed. If you have officer Rank 2 or greater, roll 8+ to gain the position of Knight Commander By Rank and Rank 4 .
11	You are assigned to a frontline combat unit. Gain DM+4 on your next Advancement roll. If Rank 2 or greater gain the position of Knight Commander By Rank and Rank 4.
12	You display heroism in the line of duty and gain the honour of Knight Commander By Deed.

2 ORDER OF THE INCONSTANT STAR

Members of the interstellar defence force of the Republic. The Order of the Inconstant Star has the responsibility for mobile forces, e.g., starships and deployable troops whether inside or outside the borders of the Republic.

Qualification: INT 7+
DM-1 for every previous career
DM-2 if you are aged 34 or more
Commission: SOC 8+

ASSIGNMENTS

Choose one of the following:
Line/Engineer: You are responsible for running the ship or its support systems.
Trooper/Gunner: You are a fighter, acting as a ship's trooper or gunner.
Flight: You are a pilot of a shuttle, fighter or other light craft.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Line/Engineer	INT 6+	EDU 6+
Trooper/Gunner	END 7+	EDU 5+
Flight	DEX 7+	EDU 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Equipment
2	Cr5000	EDU +1
3	Cr5000	INT +1
4	Cr10000	Equipment
5	Cr20000	Augment
6	Cr50000	Ship Privilege
7	Cr50000	Ship Privilege

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER (COMMISSIONED ONLY)
1	STR +1	Athletics	Admin	Admin
2	DEX +1	Gun Combat	Astrogation	Diplomat
3	END +1	Gunner	Electronics	Electronics
4	INT +1	Mechanic	Engineer	Leadership
5	EDU +1	Pilot	Explosives	Melee (blade)
6	SOC +1	Vacc Suit	Medic	Tactics (naval)

1D	LINE/ENGINEER	TROOPER/GUNNER	FLIGHT
1	Admin	Gun Combat	Astrogation
2	Electronics	Gunner	Electronics
3	Engineer	Heavy Weapons	Flyer
4	Flyer	Mechanic	Pilot
5	Mechanic	Tactics	Pilot (small craft)
6	Vacc Suit	Vacc Suit	Vacc Suit

RANKS AND BONUSES

RANK	ENLISTED	SKILL OR BONUS	OFFICER	SKILL OR BONUS
0	Novice	—	Candidate Knight	—
1	Aspirant	Mechanic 1	Knight	Melee (blade) 1
2	Acolyte	Vacc Suit 1	—	Leadership 1
3	—	—	—	—
4	—	END +1	Knight (Commander)	Tactics (naval) 1
5	Chief Acolyte	EDU +1	—	Diplomat 1
6	Master Acolyte	—	Knight Commander	SOC +2, min. 11

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury table). Alternatively, roll twice on the Injury table and take the lower result.
2	Severely injured (as above), in a heroic action. Keep this term's Benefit roll but lose INT -1 from brain injury. Roll 10+ to receive the honour of Knight Commander By Deed and stay in the reserve (see page 60).
3	During a battle, defeat or victory depends on your actions. You must make an 8+ check using a Branch Service skill. If you fail, the ship suffers severe damage and you are blamed for the disaster, court-martialled and discharged. If you succeed, you are honourably discharged at the end of the term. If you succeeded with Effect 4+, gain the honour of Knight Commander By Deed and remain in the reserve (see page 60).
4	You are blamed for an accident that causes the death of several crew members. If you were responsible, then gain one free roll on the Skills and Training table as your guilt drives you to excel, before you are ejected from this career. If you were not, then gain the officer who blamed you as an Enemy but you keep your Benefit roll for this term.
5	You are tormented by or quarrel with an officer or fellow crewman. Gain them as a Rival as they force you out of the Order.
6	Injured. Roll on the Injury table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table but you are not ejected from this career.
3	Trapped in a damaged ship, you must use your wits to survive. Gain one of Jack-of-all-Trades 1, Electronics 1, Mechanic 1, or Vacc Suit 1.
4	You are given a special assignment or duty. Gain DM+1 to any one Benefit roll.
5	You receive advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill you already have.
6	You are assigned duty on a foreign world. Gain one of Carouse 1, Diplomat 1, Drive 1, Flyer 1, Streetwise 1 or Survival 1.
7	Life Event. Roll on the Life Events table.
8	Your vessel participates in a notable action. Gain one of Electronics 1, Engineer 1, Gunner 1 or Pilot 1.
9	A mission goes disastrously wrong due to your commanding officer's error or incompetence. If you report your commander for their failure, then you gain DM+2 to your next Advancement roll and gain the officer as an Enemy. If you say nothing and protect them, gain them as an Ally.
10	Your unit engages hostiles in close combat. Gain one of Gun Combat 1, Gunner 1, Electronics 1, Melee 1 or Vacc Suit 1. Roll 11+ to gain the position of Knight Commander By Deed. If you have officer Rank 2 or greater, roll 8+ to gain the position of Knight Commander By Rank and Rank 4 .
11	You are assigned to a frontline combat unit. Gain DM+4 on your next Advancement roll. If Rank 2 or greater gain the position of Knight Commander By Rank and Rank 4.
12	You display heroism in the line of duty and gain the honour of Knight Commander By Deed.

3 ORDER OF SHADOWS

Members of the elite special force of the Republic. The Order of Shadows is responsible for covert and special operations, e.g., jump troops, specialised commandos and espionage.

Qualification: END 7+
DM-1 for every previous career
DM-2 if you are aged 30 or more
Commission: SOC 8+

ASSIGNMENTS

Choose one of the following:
Special Operations: You are a member of an elite unit of commando-trained jump troops.
Intelligence: You are a covert operative working beyond the borders of the Republic.
Analysis: You are an intelligence analyst, working to keep the Republic safe from behind a desk.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Line/Engineer	END 7+	EDU 5+
Trooper/Gunner	INT 7+	EDU 5+
Flight	INT 5+	EDU 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr2000	Equipment
2	Cr10000	EDU +1
3	Cr10000	INT +1
4	Cr20000	Equipment
5	Cr20000	Augment
6	Cr50000	Ship Privilege
7	Cr50000	Ship Privilege

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER (COMMISSIONED ONLY)
1	STR +1	Athletics	Advocate	Admin
2	DEX +1	Gun Combat	Deception	Diplomat
3	END +1	Melee	Electronics	Electronics
4	INT +1	Recon	Engineer	Leadership
5	EDU +1	Stealth	Medic	Melee (blade)
6	Jack-of-all-Trades	Tactics (military)	Survival	Tactics (military)

1D	SPECIAL OPERATIONS	INTELLIGENCE	ANALYSIS
1	Explosives	Deception	Admin
2	Gun Combat	Electronics	Advocate
3	Heavy Weapons	Gun Combat	Electronics
4	Melee	Investigate	Investigate
5	Stealth	Recon	Language
6	Vacc Suit	Stealth	Science

RANKS AND BONUSES

RANK	ENLISTED	SKILL OR BONUS	OFFICER	SKILL OR BONUS
0	Novice	Melee 1 or Vacc Suit 1	Candidate Knight	—
1	Aspirant	Gun Combat 1	Knight	Melee (blade) 1
2	Acolyte	Recon 1	—	Leadership 1
3	—	—	—	—
4	—	END +1	Knight (Commander)	Tactics (naval) 1
5	Chief Acolyte	EDU +1	—	Diplomat 1
6	Master Acolyte	—	Knight Commander	SOC +2, min. 11

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury table). Alternatively, roll twice on the Injury table and take the lower result.
2	Severely injured (as above), in a heroic action. Keep this term's Benefit roll but lose INT -1 from brain injury. Roll 10+ to receive the honour of Knight Commander By Deed and stay in the reserve (see page 60).
3	During a battle, defeat or victory depends on your actions. You must make an 8+ check using a Branch Service skill. If you fail, the ship suffers severe damage and you are blamed for the disaster, court-martialled and discharged. If you succeed, you are honourably discharged at the end of the term. If you succeeded with Effect 4+, gain the honour of Knight Commander By Deed and remain in the reserve (see page 60).
4	You are blamed for an accident that causes the death of several crew members. If you were responsible, then gain one free roll on the Skills and Training table as your guilt drives you to excel, before you are ejected from this career. If you were not, then gain the officer who blamed you as an Enemy but you keep your Benefit roll for this term.
5	You are tormented by or quarrel with an officer or fellow crewman. Gain them as a Rival as they force you out of the Order.
6	Injured. Roll on the Injury table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table but you are not ejected from this career.
3	Trapped behind enemy lines, you must use your wits to survive. Gain one of Survival 1, Stealth 1, Deception 1 or Streetwise 1.
4	You are given a special assignment or duty. Gain DM+1 to any one Benefit roll.
5	You receive advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill you already have.
6	You are assigned duty on a starship. Gain one of Athletics 1, Electronics 1, Gunnery 1 or Vacc Suit 1.
7	Life Event. Roll on the Life Events Table.
8	You participate in a covert action. Gain one of Electronics 1, Gun Combat 1, Stealth 1 or Tactics(military) 1.
9	A mission goes disastrously wrong due to your commanding officer's error or incompetence. If you report your commander for their failure, then you gain DM+2 to your next Advancement roll and gain the officer as an Enemy. If you say nothing and protect them, gain them as an Ally.
10	Your unit engages hostiles in close combat. Gain one of Gun Combat 1, Gunner 1, Electronics 1, Melee 1 or Vacc Suit 1. Roll 11+ to gain the position of Knight Commander By Deed. If you have officer Rank 2 or greater, roll 8+ to gain the position of Knight Commander By Rank and Rank 4 .
11	You are assigned to a frontline combat unit. Gain DM+4 on your next Advancement roll. If Rank 2 or greater gain the position of Knight Commander By Rank and Rank 4.
12	You display heroism in the line of duty and gain the honour of Knight Commander By Deed.

KNIGHT COMMANDERS

Each Order confers Knight Commander status By Deed or By Rank to worthy members.

Knight Commander By Deed: This honour is granted as a result of a career Event. When received, you gain SOC +1 or SOC 10 (whichever is higher), a large medallion inscribed with the Order's heraldic symbols, a scarlet sash and a Sword of Honour.

Knight Commander By Rank: The honour is granted as a result of a career Event, upon reaching Officer Rank 6 or a successful Advancement roll after reaching Enlisted Rank 6. When received, you gain SOC +1 or SOC 10 (whichever is higher), a large medallion inscribed with the Order's heraldic symbols, a white sash and a Sword of Honour.

A Knight Commander both By Rank and By Deed gains SOC 11 (if their SOC is lower) but does not receive a second Sword of Honour. A Knight Grand Cross Commander gains SOC 12 (if their SOC is lower). The head of each Order is the Knight Grand Master of the Order with SOC 13 (if their SOC is lower). Increasingly ornate versions of sashes and medallions are granted to Knight Grand Cross recipients and the Grand Master of the Order.

Sword of Honour: The initial award of Knight Commander status confers a Sword of Honour to its honourees. The combat-ready ceremonial sword is a long blade of black industrial diamond with a titanium hilt inlaid with rabloeite iridescent gems. The sword of the Order of Thunder is a cutlass, the Order of the Inconstant Star a longsword and the Order of Shadows a katana.

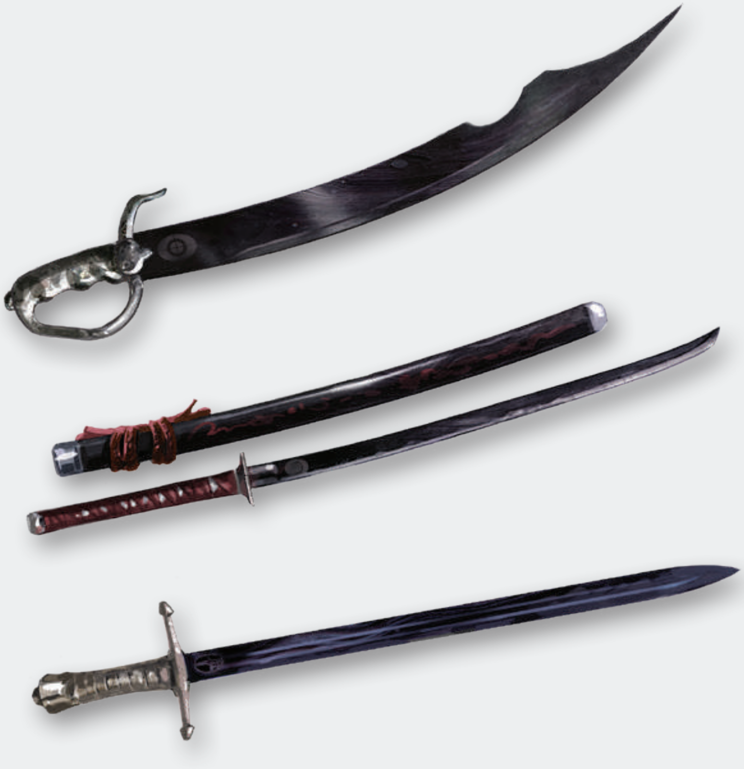
While not for sale to the public, estate sales and auctions have set the value of a Sword of Honour at Cr25000–50000, with higher values associated with swords of notable Storm Knights. Within the Stormhaven Republic, unauthorised display of a Sword of Honour or impersonating a Storm Knight are felony offenses. Conversely, no local law restrictions can prevent Storm Knight Commanders from wearing their Swords of Honour.

BENEFITS

Only Knight Commanders receive DM+1 to all Benefit rolls.

Augment: Gain any augment with a limit of Cr50000 and TL12. If you roll this Benefit again, then you may either take a different augment or increase the one you already possess by one level (this may take it above the Credit and TL limit).

Equipment: Select any one weapon, armour (including vacc suits) or computer equipment with software with a limit of Cr25000 and TL12. If you roll this Benefit again, then you may either take a different piece of equipment or trade in the one you already possess for equipment with a limit of Cr50000, although the TL12 limit remains. For subsequent awards, you must choose different equipment or gain a level in the skill used by the previously selected equipment. Additionally, this Benefit can be used on its first award to gain a personalised Storm Knight Armoured Vacc Suit if you either have Vacc Suit 1+ or if you are a Knight Commander.



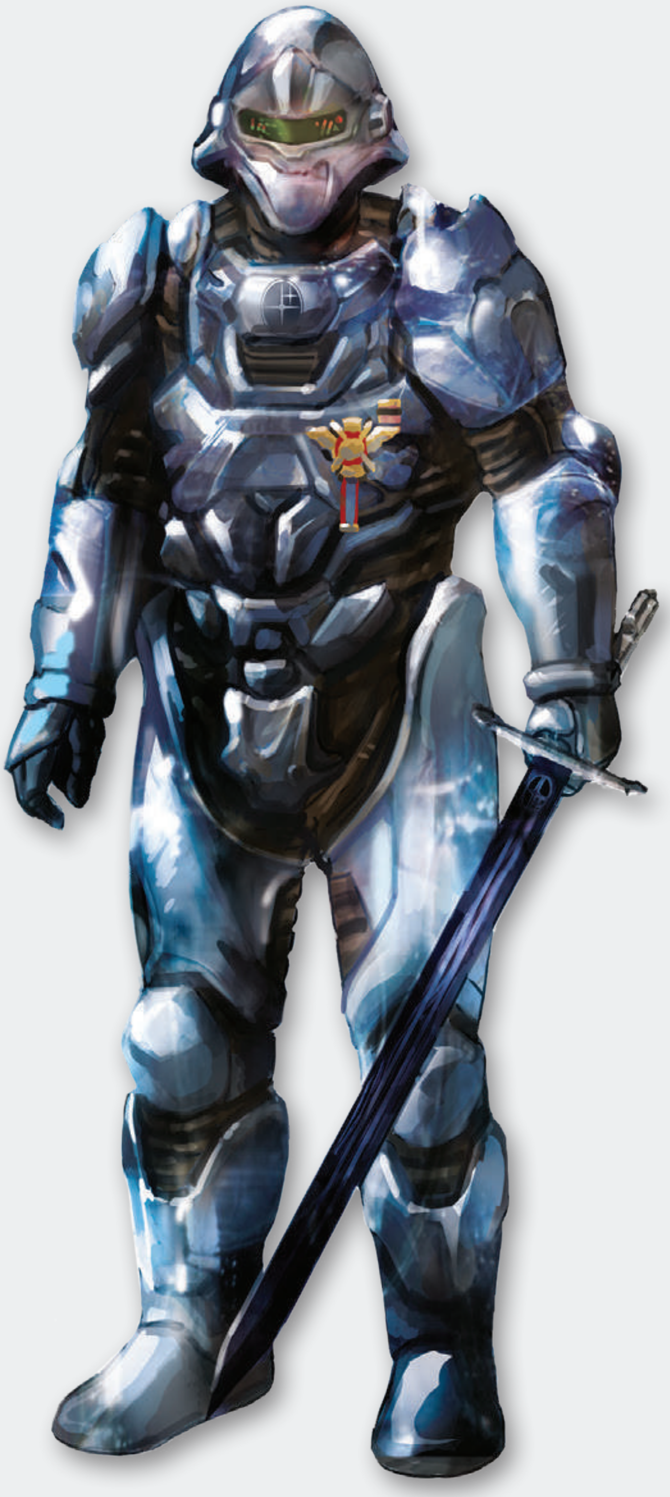
Weapon	TL	Range	Damage	Kg	Cost	Traits
Order of Thunder Cutlass	12	Melee	3D+1	3	—	AP 2
Order of the Inconstant Star Longsword	12	Melee	3D+2	3	—	AP 2
Order of Shadows Katana	12	Melee	3D+3	3	—	AP 4

Ship Privilege: This Benefit depends on status and career and requires you to remain on reserve status, subject to recall while retaining use of the ship granted. Any Knight Commander may receive a Starfighter. If not a Knight Commander, you may choose to receive a Katar fighter if you have served at least one term in the flight branch of your Order. Otherwise you receive a Mule tug. A ship acquired will generally be 1D+1 decades old and have an appropriate number of Quirks. Subsequent awards of Ship Privilege can be used to eliminate a negative Quirk or add a positive Quirk to the ship.

If you do not wish to remain on reserve status, you may choose to use each award of this Benefit to gain 2 Ship Shares.

Storm Knight Armoured Vacc Suit: The standard combat suit of the Storm Knights is a silvery armoured vacc suit which is essentially a feature-laden boarding vacc suit with a Reflec coating. While this suit is not often used by the Order of Shadows, it is nearly universally worn by garrison and boarding troops of the Order of Thunder and Order of the Inconstant Star. The suit prominently displays the crest of the Order and – for Knight Commanders – their medallions and personal heraldry. Angular lines characterise the suit, with a swept-back helmet similar to the style worn by Imperial Marines – who the Storm Knights claim appropriated their design. More important is the sophisticated electronics suite with a HUD and intelligent interface providing weapons, systems and expert skill information in a well-integrated customisable sensory display.

The Storm Knight armoured vacc suit is not available for sale but many veterans gain ownerships of their suits at the end of their service, so a secondary market does exist. Prices range from Cr50000 to upwards of a MCr1 if the suit belonged to a famous Knight Commander. As suits are custom fitted, additional alterations are normally necessary for second-hand suits, which also come with the warning that impersonating a Storm Knight is a felony offense inside and sometimes outside the Stormhaven Republic. Wearing a Storm Knight suit is also likely to elicit a negative reaction from any Aslan.



Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Storm Knight Armoured Vacc Suit	+13 (+23 vs. lasers)	12	75	12	—	Vacc Suit 1

Features: Computer/2 with Intelligent Interface and Expert/1 installed, Environment Reader, Magnetic Grapples, Military Medikit, Self-Sealing, Smart Fabric, Tactical Video Suite, Transceiver (1,000km range).

KATAR LIGHT FIGHTER

The Storm Knight's Katar light fighter is an old but reliable design notable for its shining reflec anti-laser coating. While useful in recruiting posters, the Katar has proven inferior to the higher technology Aslan *Taleryushi* fighter, although few actual encounters involve straight one-on-one dogfights.

Still, for more than four centuries, the basic configuration of the Katar has remained unchanged. It is a heavily armoured dual-seat silver arrowhead capable of 7G acceleration and high-performance atmospheric flight. For system defence and escort duties, it is a perfectly adequate fighter and the thousands of vehicles assigned to reserve Storm Knight flight officers have seen service across The Beyond and into neighbouring sectors.

In a major battle, wings of Katar fighters might make a difference but most Storm Knight tacticians prefer to utilise Sabre pinnaces in multi-function roles, including that of heavy fighter, rather than deploy light fighters likely to suffer heavy casualties.

MULE UTILITY TUG

The Mule utility tug is ubiquitous within the Stormhaven Republic and across much of The Beyond. The unassuming little ship is very expensive for a 20-ton vessel but it would be incorrect to categorise it as a launch or lifeboat. It is a utility craft equipped with everything including – literally – the kitchen sink.

Sporting powerful engines, the Mule can theoretically achieve 7G when carrying only its internal load. However, this is not its main function. Operating as a tug, it has a Type I docking clamp to allow it to attach other small vessels, netting to secure another 120 tons and a tow cable, which allows theoretically unlimited tug capabilities. External cargo mounts are provided, but not installed, allowing it to carry an additional 60 tons of cargo, but rendering the Mule unstreamlined until the mounts themselves are uninstalled. A small grappling arm allows it to capture and control cargo and solar panels, permitting it to stay on station for years at a time. Finally, a laser drill allows it to function as a salvage or mining vessel. Advanced computer systems allow effectively autonomous ship operations for either an onboard or remote operator.

The bridge can theoretically seat two, a pilot and a cargo master, but for longer term operation the other half of the forward compartment normally contains one bunk and a galley, equipped with the aforementioned kitchen sink.

Operating for more than a week aboard a Mule can be difficult for most people but a certain sort can thrive in such an environment and independent Mule operators are often rather eccentric. While the Mule is commonly assigned to former personnel, it is a very different craft to the Katar, operated by a very different breed of reserve Storm Knight. The Mule, with its often slightly battered appearance and seemly endless numbers of cargo fasteners, external and internal, can look and sometimes smell like a junkyard but it is a solid vessel, reliable and versatile. Most experienced spacers know better than to criticise a Mule in front of its owner.

SABRE PINNACE

The Sabre pinnace is the standard small craft of the Storm Knights. As a general purpose heavily armed and armoured fighting ship with eight tons of available mission-specific space, it is a decent vehicle, capable of performing as a heavy fighter – a vehicle class the Storm Knights otherwise lack. With capsule ejection seats for its two-person crew and up to four passengers, the Sabre has a good record of survivability. Its heavy armour, reinforced hull and silvery reflec coating stand it well in combat, although the pinnace lacks the manoeuvrability characteristics, heat shielding and reaction drive thrusters categorising many of The Beyond's purpose-built fighters.

As a boarding pinnace, it is limited by providing accommodation for only four troops, although these are usually well armed and armoured, and it lacks the dedicated brig and armoury of comparable vessels. In response, a Sabre's boarders normally stow weapons and equipment by their seats and a five-ton cargo container with a portable chemical toilet makes a perfectly adequate short-term brig.

The silvery angular Sabre is ubiquitous across the Stormhaven Republic. The vehicle has one significant variant: a cargo version capable of carrying 21 tons of cargo or up to 20 tons of fuel (with a collapsible tank) in an open interior configuration. Private operators may further modify the open space for other purposes.

STARFIGHTER STARSHIP

The Starfighter is a ship with a clear purpose but is difficult to categorise by conventional means. The 100-ton ship is intended to be the personal craft of a Storm Knight but has notably been described as a ship designed by Don Quixote. With heavy crystaliron armour and a silvery reflec finish, the sleek arrow-shaped starship looks like a warcraft. A quad turret armed with range-enhanced pulse lasers gives it significant punch but despite a reinforced hull it is still only a 100-ton ship and unlikely to survive long in battle. Carrying a full turret and targeting system the Starfighter is a true starship with a jump-2 drive, although it requires high capacity batteries to jump when the quad turret and 7G manoeuvre drive are operating. It can travel the stars, engage enemies from long range and roar through the atmosphere. In many ways it is superior to a fighter but it is extraordinarily expensive, with a base cost greater than MCr100.

Technically requiring a crew of up to four, a Starfighter has only two staterooms and minimal living space. Automation, in the form of a sophisticated computer system and repair drones programmed for a variety of ship's roles, allows the ship to be operated by one or two individuals. Add-on expert systems and shipboard robots can allow even lone Storm Knights without specific starship skills to command their ships, although usually with poor results.

Storm Knight warfighting doctrine is to deploy Starfighters in wings of 40–60 ships, engaging the enemy at range, destroying opposing fighters before they close and then pummelling major combatants with coordinated mass attacks. This has never been tested. In practice, fighting only scattered engagements against *ihatei* forces, Starfighters are deployed in small groups as light escort ships. Detached vessels often provide escort and convoy support to civilian vessels. Mostly, the Starfighter acts as the ostentatious steed of a Storm Knight.

A Starfighter cannot be purchased. A Storm Knight who achieves the rank of Knight Commander, By Rank or By Deed, may receive a Starfighter in reserve duty, similar to an Imperial scout on detached duty. The Starfighter stays with the Knight for as long as they remains on reserve, usually for as long as the Knight is willing and able to operate the ship. The Storm Knight's Order is responsible for annual maintenance and will provide fuel at Stormhaven starports but the Storm Knight is responsible for routine maintenance and life support costs. Repairs may be covered by the Order if damage is incurred 'in the line of duty', which for a reserve Knight usually means any action that brings honour to the Order. Disreputable actions can cause the Order to revoke the privilege of operating a Starfighter, although only after a thorough review and appellate process.

To cover operating costs, Starfighters frequently undertake private escort and convoy missions or provide secure courier service for messages, small cargos or a single passenger. In some backwater systems a few Storm Knights form the system defence force, deterring piracy for an otherwise defenceless population. In regions dominated by Humaniti, Storm Knights and their Starfighters are often perceived as heroic but in Aslan space a Starfighter is not welcome and often fired upon without provocation or warning.

SCIMITAR FRIGATE

Stormhaven's interstellar warfighting branch is the Order of the Inconstant Star, tasked with rapid deployment and offensive operations against *ihatei* incursions into both the neutral and Republican space. By convention, nearly all this capability is contained in destroyer, frigate or corvette-sized starships, with support vehicles filling out a small task force. The current core fighting vehicle specifically designed to counter incursions by Aslan *Halaheike* and *Sakhai* warships is the 2,400-ton Scimitar frigate.

While unable to hold the line against a major clan incursion, these ships are more than enough to counter raids by smaller clans and families seeking to test the limits of the Republic's resolve. Heavily armoured, fast and armed with a fusion bay to deliver a devastating punch in close combat and – for stand-off attacks – dual missile bays plus four each of particle and torpedo barbettes, the ships can defeat a *Halaheike* or *Sakhai* in a fair fight. On occasion, a single Scimitar has defeated both.

The shiny streamlined hull of the tri-fined Scimitar is the symbol most associated with the Storm Knight's mystique and the ships form the bulk of the Order of the Inconstant Star's Fleet. For the past century the Scimitar has adorned propaganda and recruiting images. Command of a Scimitar has become the most common criteria for achieving status by rank as a Knight Commander of the Order of the Inconstant Star.

KATAR LIGHT FIGHTER

TL12		TONS	COST (MCr)
Hull	10 tons, Streamlined, Reinforced	—	0.9
	Radiation Shielding	—	0.25
	Reflec	—	1
Armour	Crystaliron, Armour 10	1.25	0.45
M-Drive	Thrust 7	0.7	1.4
Power Plant	Fusion (TL12), Power: 15	1	1
Fuel Tanks	4 weeks of operation	1	—
Bridge	Dual Cockpit, Holographic Controls	2.5	0.01875
Computer	Computer/5	—	0.045
Sensors	Military Grade	2	4.1
Weapons	Fixed Mount (pulse laser)	—	1.1
Systems	Fuel Scoops	—	—
	Aerofins	0.5	0.05
	Assault Capsules x2	1	0.1
Software	Manoeuvre/0	—	—
	Library	—	—
	Fire Control/1	—	2
Cargo		0.05	—

Crew

Pilot, Gunner

Hull: 5

Running Costs

MAINTENANCE COST

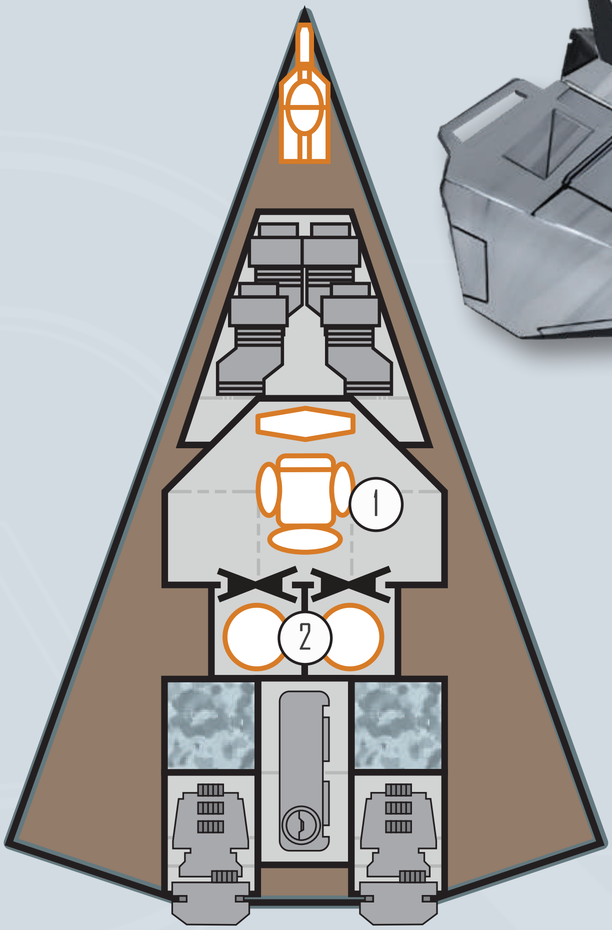
Cr1034/month

PURCHASE COST

MCr12.41375

Power Requirements

Basic Ship Systems	2
Manoeuvre Drive	7
Sensors	2
Weapons	3



1. Bridge
2. Assault Capsules

MULE UTILITY TUG

TL12		TONS	COST (MCr)
Hull	20 tons, Streamlined	—	1.2
	Radiation Shielding	—	0.5
M-Drive	Thrust 7	1.4	2.8
Power Plant	Fusion (TL12), Power: 30	2	2
Fuel Tanks	4 weeks of operation	1	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/15	—	2
Sensors	Civilian	1	3
Weapons	Fixed Mount (laser drill)	—	0.25
Systems	Fuel Scoops	—	—
	Non-Jump Net (120 tons)	1.2	0.12
	Tow Cable	0.2	0.001
	Grappling Arm	2	1
	Type I Docking Clamp	1	0.5
	External Cargo Mount (60 tons)	—	0.06
	Solar Panels	0.5	0.05
Software	Manoeuvre/0	—	—
	Library	—	—
	Virtual Crew/0	—	1
Cargo		6.7	—

Crew

Pilot

Hull: 8

Running Costs

MAINTENANCE COST

Cr1432/month

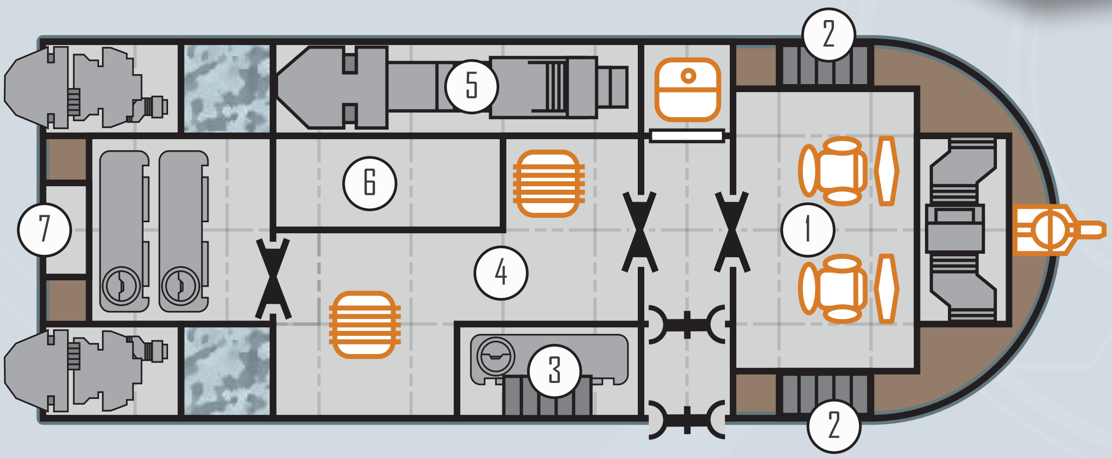
PURCHASE COST

MCr17.181

Power Requirements

Basic Ship Systems	4
Manoeuvre Drive	14
Sensors	1
Weapons	3

1. Bridge
2. Solar Panels
3. Type I Docking Clamp
4. Cargo Bay
5. Grappling Arm
6. Non-Jump Net
7. Tow Cable



STARFIGHTER STARSHIP

TL12		TONS	COST (MCr)
Hull	100 tons, Streamlined, Reinforced	—	9
	Radiation Shielding	—	10
	Reflec	—	10
Armour	Crystaliron, Armour 12	15	5.4
M-Drive	Thrust 7	8	25
J-Drive	Jump 2	10	15
Power Plant	Fusion (TL12), Power: 120	8	8
Fuel Tanks	J-2, 10 weeks of operation	22	—
Bridge	Holographic Controls	10	0.625
Computer	Computer/20bis	—	7.5
Sensors	Improved	3	4.3
Weapons	Quad Turret (long range pulse lasers)	1	17
Systems	Fuel Scoops	—	—
	Fuel Processor (40 tons/day)	2	0.1
	Repair Drones	1	0.2
	High Efficiency Batteries (Power 60)	1	0.2
	Aerofins	5	0.5
Staterooms	Standard x2	8	5
Software	Manoeuvre/0	—	—
	Library	—	—
	Jump Control/2	—	0.2
	Intellect	—	1
	Auto-Repair/1	—	5
	Fire Control/1	—	2
	Virtual Crew/0	—	1
Common Areas		2	1
Cargo		5	—

Crew

Pilot, Astrogator, Engineer, Gunner

Hull: 44

Running Costs

MAINTENANCE COST

Cr8710/month

PURCHASE COST

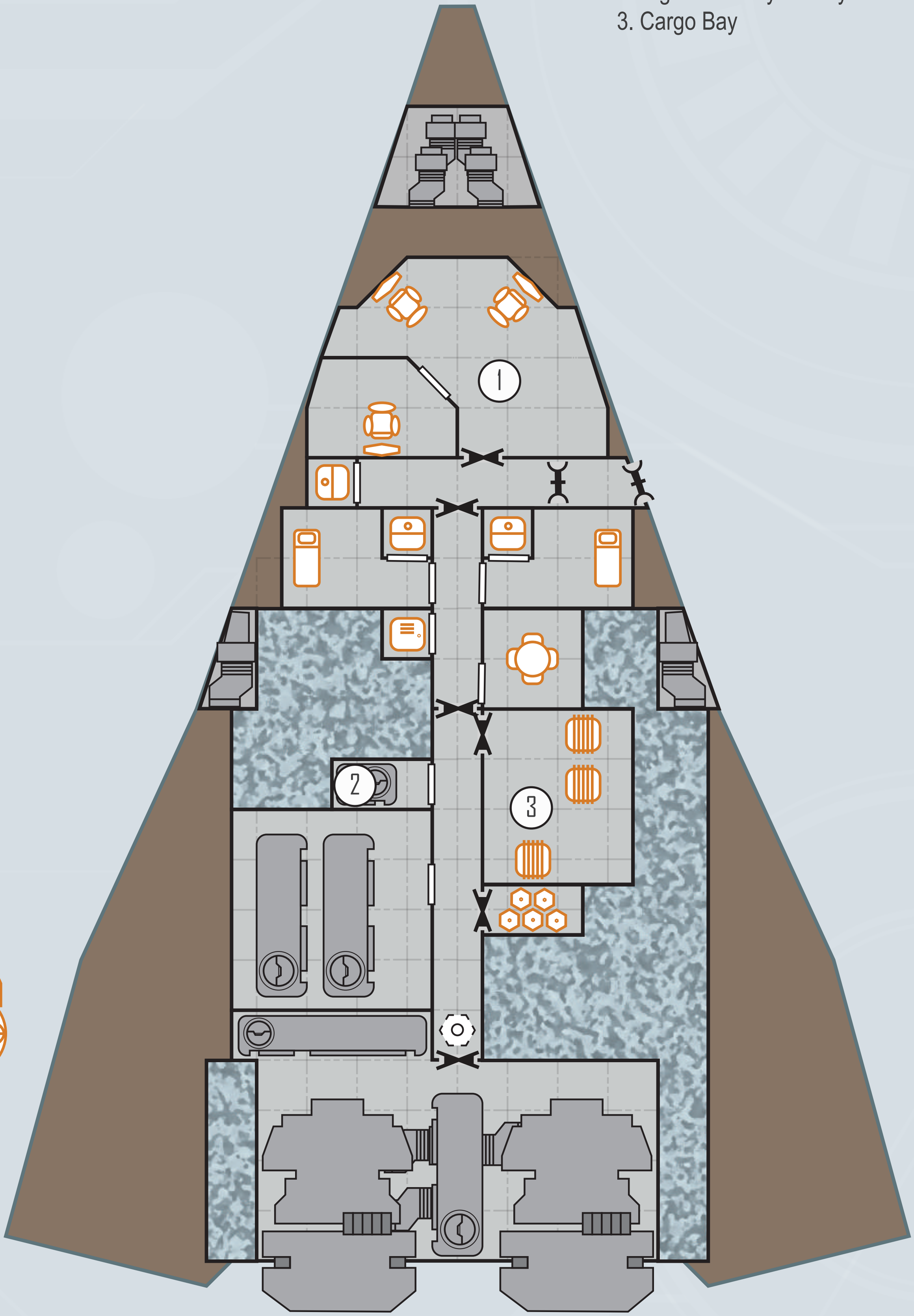
MCr104.525

Power Requirements

Basic Ship Systems	20
Manoeuvre Drive	70
Jump Drive	20
Sensors	4
Weapons	18

Starfighter Starship

1. Bridge
2. High Efficiency Battery
3. Cargo Bay



SCIMITAR-CLASS FRIGATE

TL12		TONS	COST (MCr)
Hull	2,400 tons, Streamlined, Reinforced	—	216
	Radiation Shielding	—	60
	Reflec	—	240
Armour	Crystaliron, Armour 12	360	129.6
M-Drive	Thrust 5 (reduced size)	108	237.6
J-Drive	Jump 3	185	277.5
Power Plant	Fusion (TL12), Power: 2,100	140	140
Fuel Tanks	J-3, 8 weeks of operation	748	—
Bridge	Holographic Controls	60	15
Computer	Core/70 (primary)	—	80
	Computer/15fib (backup)	—	3
Sensors	Improved	3	4.3
Weapons	Medium Fusion Bay	100	16
	Small Missile Bays (reduced size x3) x2	70	36
	Medium Mass Driver Bay	100	70
	Particle Barbettes x4	20	20
	Torpedo Barbettes x4	20	12
	Triple Turrets (pulse lasers) x8	8	32
	Triple Turrets (beam lasers x2, sandcaster) x5	5	11.25
Ammunition	Missile Storage (576 missiles)	48	—
	Torpedo Storage (48 torpedoes)	16	—
	Sandcaster Storage (200 cannisters)	10	—
Systems	Fuel Scoops	—	—
	Fuel Processor (200 tons/day)	10	0.5
	Repair Drones	24	4.8
	High Efficiency Batteries (Power 720)	12	2.4
	Barracks (8 troops)	16	0.8
	Brig	4	0.25
	Armoury	6	1.5
	Medical Bay	4	2
	Workshop	6	0.9
Craft	Docking Space (80 tons)	88	22
	Sabre-class Pinnaces x2	—	63.7
Staterooms	Standard x50	200	25

Crew

Captain, Officers x8, Pilots x5, Astrogator, Medic, Maintenance x4, Engineers x13, Ship's Troops x8, Administrators x2, Gunners x48

Hull: 1056

Running Costs

MAINTENANCE COST

Cr145033/month

PURCHASE COST

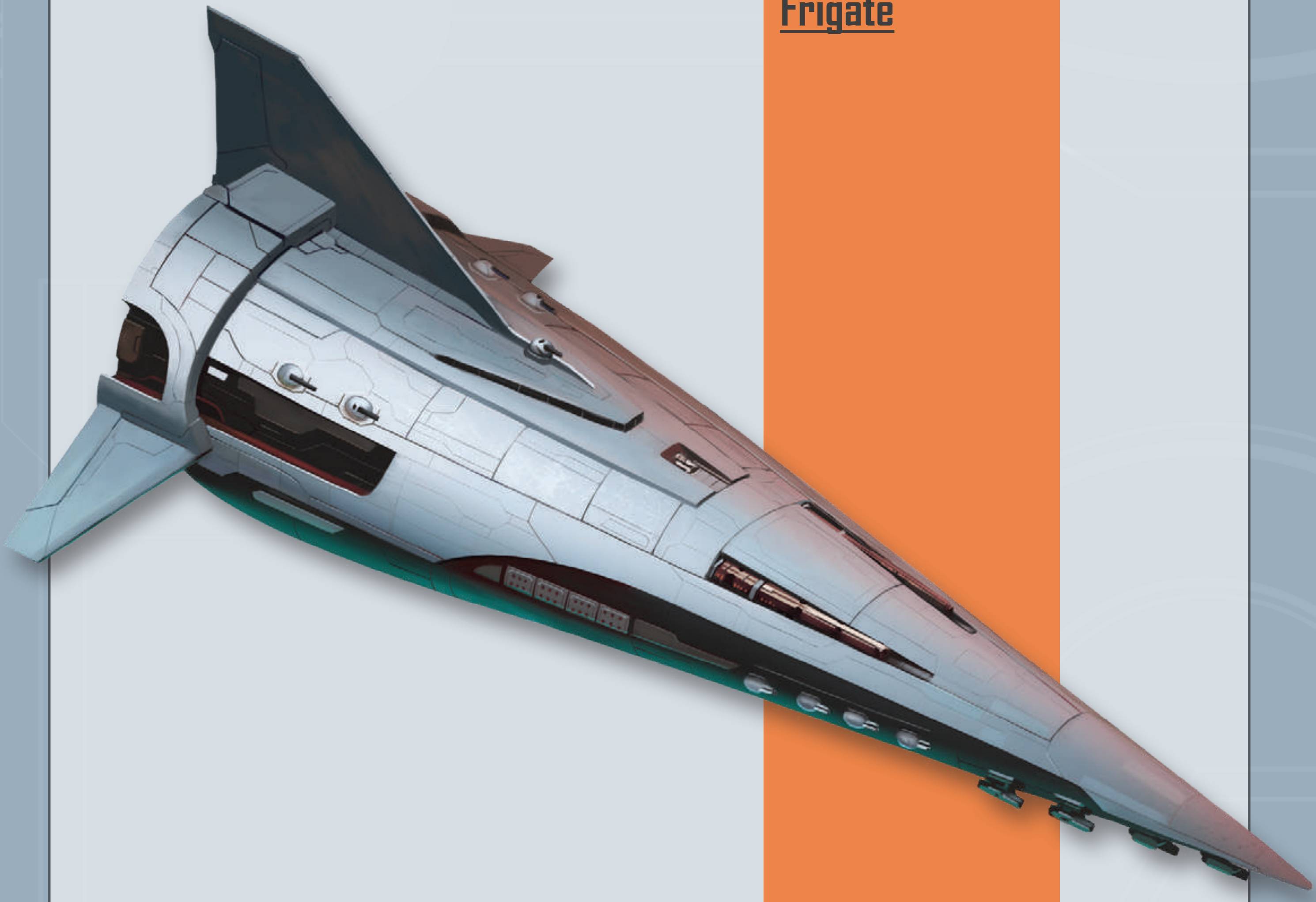
MCr1740.4

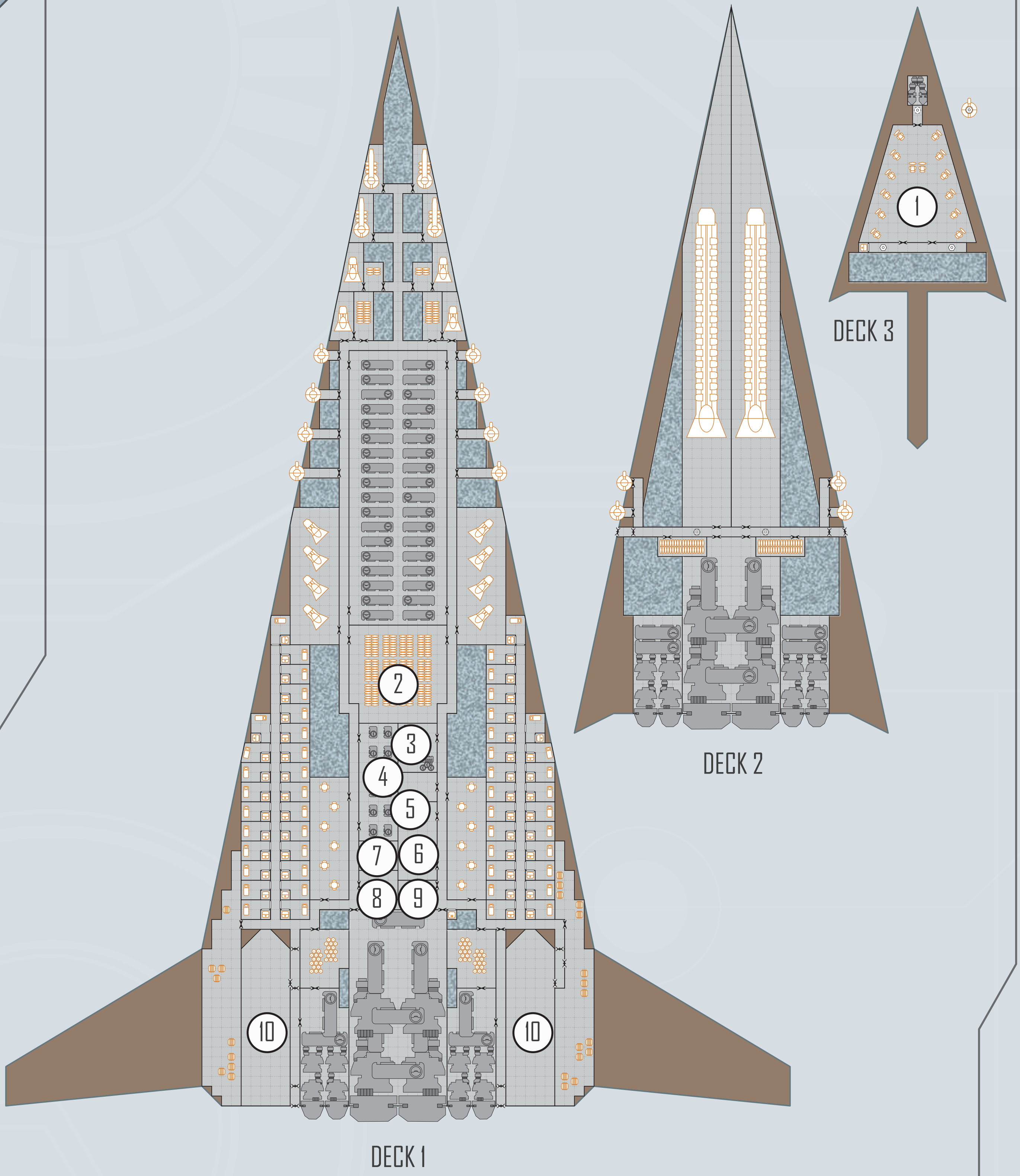
Power Requirements

Basic Ship Systems	480
Manoeuvre Drive	1200
Jump Drive	720
Sensors	4
Weapons	307

Software	Manoeuvre/0	—	—
	Library	—	—
	Jump Control/3 (for backup computer)	—	0.3
	Auto-Repair/2	—	10
	Advanced Fire Control/2	—	15
	Battle System/2	—	24
	Electronic Warfare/1	—	15
	Launch Solution/3	—	16
	Virtual Crew/0	—	1
Common Areas		50	5
Cargo		79	—

Scimitar-Class Frigate




1
DECK 3
DECK 2
2
3
4
5
7
6
8
9
10
10
DECK 1

DECK 4: FUEL DECK

1. Bridge
2. Missile Storage
3. Fuel Processor
4. High Efficiency Batteries
5. Armoury
6. Barracks
7. Workshop
8. Medical Bay
9. Brig
10. Docking Space

SABRE-CLASS PINNACE

TL12		TONS	COST (MCr)
Hull	40 tons, Streamlined, Reinforced	—	3.6
	Radiation Shielding	—	1
	Reflec	—	4
Armour	Crystaliron, Armour 12	6	2.16
M-Drive	Thrust 7	2.8	5.6
Power Plant	Fusion (TL12), Power: 45	3	3
Fuel Tanks	13 weeks of operation	1	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/5fib	—	0.045
Sensors	Military Grade	2	4.1
Weapons	Single Turret (pulse laser)	1	1.2
	Fixed Mount (missile rack)	—	0.85
Systems	Fuel Scoops	—	—
	Acceleration Seats x4	2	0.12
	Assault Capsules x6	3	0.3
	Breaching Tube	3	3
	Forced Linkage Apparatus (TL12)	2	0.1
Staterooms	Cabin Space x2	3	0.15
Software	Manoeuvre/0	—	—
	Library	—	—
	Fire Control/1	—	2
Cargo		8.2	—

Crew

Pilot, Gunner

Hull: 18

Running Costs

MAINTENANCE COST

Cr2654/month

PURCHASE COST

MCr31.850

Power Requirements

Basic Ship Systems

8

Manoeuvre Drive

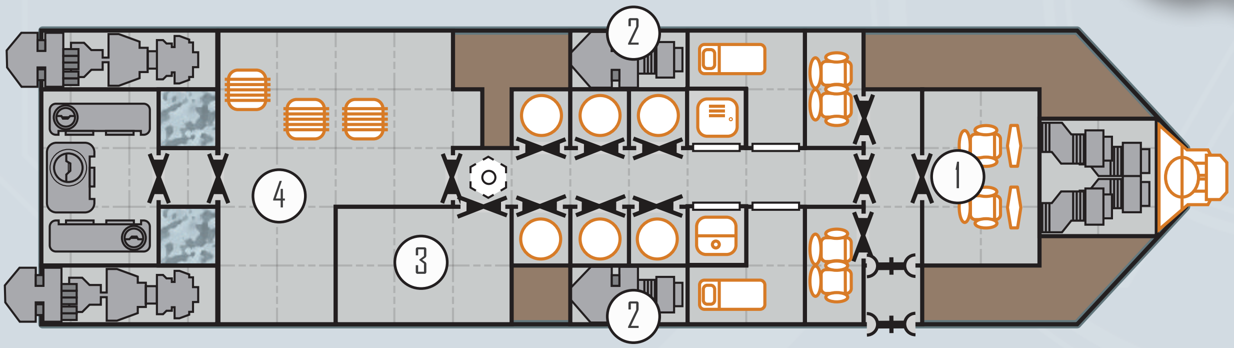
28

Sensors

2

Weapons

4



1. Bridge
2. Forced Linkage Apparatus
3. Breaching Tube
4. Cargo Bay

ALIENS OF THE BEYOND

The majority of sentients in The Beyond are Aslan, who account for 107 of 175 billion inhabitants and are the majority race in 58 inhabited systems. These systems are concentrated in the trailing-rimward regions of the sector. A single Aslan world, Layeaukhtyei, accounts for 70 billion, or two-thirds of all Aslan living in what they call the Lerlairlaii sector.

Humaniti is the most widespread race with 53 billion inhabitants the majority in 233 systems, including seven billion members of the Floriani living on eight worlds. The third Major Race in The Beyond are the Vargr, who are present in dozens of systems in small numbers but only a majority on three worlds in the Marrakesh subsector. The total population of Vargr in The Beyond is less than a billion.

Eight acknowledged sentient races are native to The Beyond in addition to the 'Entity' on Goblin's Planet. Of these, only the Sred*Ni of I'Sred*Nihil have an independent interstellar state. Two races, the Kemlae and the Aniyun are members of the Corellan League. An additional two races live within the Aslan Hierate and have been influenced heavily by Aslan culture. Of the rest, the Mal'Gnar, a human Minor Race, is protected by the Imperial Interstellar Scout Service and the Ewurmer of Dikkengwep are protected by The Principality of Bruhkarr. The Gmina of Yangikent are restricted to reservations on their homeworld by a human government.

Others, ranging from the Freni of the neighbouring Vanguard Reaches to a variety of Minor Races who have come as immigrants from the Third Imperium are scattered among dozens of human-dominated worlds.

ANIYUN

The Aniyun are a beetle-like methane-breathing race native to Quatenon in the Corella subsector. While full members of the Corellan League, most Aniyun are content to remain on their 'steam age' world and maintain their traditional culture.

Quatenon is a tidally locked world in orbit around a red dwarf primary. The planet's nitrogen-methane atmosphere covers the entire planet in an orange hydrocarbon haze and provides temperate conditions despite being outside the standard habitable zone. The planet and its inhabitants were surveyed by the Corellans early in their history and peaceful contact has persisted throughout the League's existence. In theory, Quatenon is a member of the League but its inhabitants are happy with their basic early industrial civilisation and see little reason to advance or travel beyond their skies. Civilisation on Quatenon consists of dozens of city states, which have maintained a consistent culture for thousands of years. Visitors are welcome to the world but trade is minimal, as most Aniyun believe they have what they need to be happy.

The Aniyun are a small race, barely one metre tall and massing less than 30 kilograms. The bilaterally symmetrical race closely resembles Terran beetles as they have an iridescent outer casing and forewings, which have hardened into casing to protect their backs and delicate flight wings. However, the Aniyun are far from true beetles. The outer and wing casings are of keratin, not chitin, and they have only four limbs with an internal skeletal structure. Even in the thick atmosphere of Quatenon their wings are only usable when launching and gliding from a height, unfolding to a full span of four metres.

The head of an Aniyun in no way resembles a Terran insect. It is attached to the body by a long flexible neck capable of turning the head through 270 degrees of motion. Widely-spaced eyes are large black orbs adapted to see through the murky orange light of their hazy atmosphere and can distinguish colour only in the 500–900 nanometre range (from light blues into the infrared). A keratin beak dominates the face, with breathing accomplished by three rows of gill slits along the sides and back of the neck. These gills also provide a strong sense of smell, filtering chemicals from the thick air and function like ears, with fine cilia reacting to changes in pressure. Sets of secondary gills on the cheek bring some more methane into the Aniyun's breathing sacs but primarily act as organs of speech, producing a range of whistling and humming sounds.

The four limbs of the Aniyun are split hominid-style into manipulator arms and locomotor legs, with the arms ending in broad five-fingered hands and the legs ending in hoofs split into three 'toes'.

The movement of wing casings makes clothing impractical for Aniyun but individuals festoon themselves with arm and leg bands of organic and metallic material and paint their casings in temporary or permanent artwork of a variety of patterns. Some Aniyun embed gems in their casings as a sign of wealth or position.

The Aniyun have two sexes, male and female, and are generally monogamous from the conception to the weaning of a child. Fertile only once every local year of three standard months, a female bares one young at a time after a gestation period of approximately six standard months. The new-born masses less than one kilogram and is similar in appearance to an adult, except the arms end in hook-like appendages that allow attachment to the mother's casing so it can be carried while walking or even flying. The young eats regurgitated food provided by the father for the first standard year of life, until reaching three to five kilograms in mass, whereupon the hook hands fall away to reveal five-fingered adult hands.

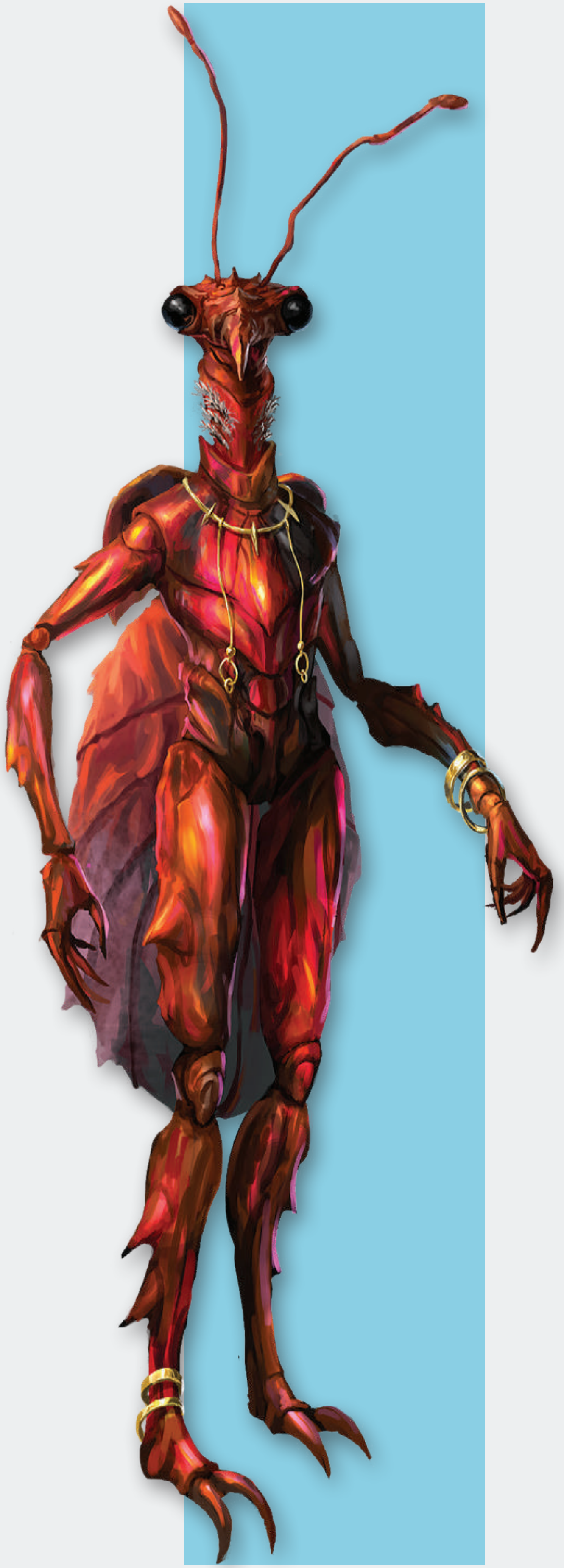
After weaning, Aniyun are raised by a local community group including both parents, who may or may not remain a couple after this 'hook ceremony'. Aniyun communities consist of 40–100 members, either living in a village or neighbourhood of a town or city. Village Aniyun are focused on agriculture but include the craft and commerce professions required to run a small independent community.

Aniyun are considered adult after 60 local years or about 16 standard years. Upon reaching adulthood, Aniyun are subject to 'trials of passage' in which the adult members of the community determine the career path they will follow. The trials generally results in an assignment as an apprentice to a master of an existing occupation. Occasionally, the trial may result in an Aniyun being transferred to another community and occasionally the Aniyun may fail the trial and be exiled as an outcast for a period of 10 local years.

During their exile an outcast can call upon the hospitality of any community but their own and may be assigned menial tasks to support their upkeep, or they may become vagabonds or beggars. Outcasts can return to their original communities after the period of exile and attempt the trials again, or they approach another community and request to attempt their trials.

Once accepted by a community, an Aniyun remains within it for life. An Aniyun's lifespan is approximately 80 standard years but life expectancy in low-tech societies is only 50 years for Aniyun living within a community. It is much less for outcasts.

The Aniyun evolved from flying scavengers living in forest-like environments on Quatenon. Likely as a result of brain size, the Aniyun are the largest species of their order of fauna and find flying difficult. Perhaps in compensation, perhaps in parallel, the Aniyun developed cooperative skills that made food gathering more efficient and allowed for specialisation of roles within their proto communities. This specialisation led to intentional cultivation of flora and an increase in meat consumption from domesticated fauna, which strengthened the bonds of communities and led to the dawn of civilisation.



Aniyun agriculture began in approximately -4200 with the first town-sized settlements, with use of metals following by -3200. The Aniyun are only native to the southern half of one of Quatenon's four continents and have not made organised efforts to explore their entire world. Despite the formation of towns and small cities of up to 30,000 residents, these larger settlements are not unified in any formal manner, acting as dozens or hundreds of communities working out ad hoc arrangements to coexist and specialise. The lack of larger formal organisational units limits the size of cities. A restricted geographical range has curbed population growth, stabilising the number of Aniyun at two million. The many-to-many relations between communities works similarly to interpersonal relationships within communities, with consensus and peer pressure being the major driving force for decision making. Beyond the occasional scuffle, physical violence among the Aniyun is unknown.

By -1900, Aniyun society had steadily advanced to TL4, benefiting from the invention of steam engines for factories and transportation. Steamboats and trains ran between communities, while hydrogen-filled balloons and dirigibles were in an experimental state but novelties of marginal utility. Electricity was generally shunned as experimental and slightly mystical.

In -1525, Corellan scouts made first contact with the Aniyun. Relations were friendly but most Aniyun could not understand the concept of a large unified state. However, when offered League membership the race was not opposed, there was just no one group to sign a treaty. Gaining consensus of the majority of communities took decades and the Aniyun finally became League members in -1380.

Tradition remains extremely important to the Aniyun. Contact with the wider universe may have arrested further technological development, as communities focused on established technologies and processes with a determination not to let outside influences erode their culture.

Only outcasts have any interest in learning new skills or ideas or travelling outside their communities. The only exception is the Aniyun Community of the Stars, a community group that resides at the Capital Orbital habitat above Corella and participates in League Assembly business.

CREATING ANIYUN TRAVELLERS

Aniyun Travellers are very rare. With a total population of only two million, less than one percent of whom are outcasts, only a small fraction, perhaps 1,000, travel beyond their world for any reason.

Characteristics

Aniyun Travellers roll 1D for their STR and have the following modifiers applied to their characteristics: EDU-2.

Traits

Aniyun Travellers all possess the following traits:

Armour: The rigid carapace of an Aniyun provides Protection +2.

Flight: In their native atmosphere (thick nitrogen-methane mix) Aniyun can fly at a speed of six metres. In any other environment, Aniyun-fitted environment suits prevent the deployment of wings.

Careers

Aniyun native to their world can only choose the Citizen (colonist) or Drifter (barbarian) careers from the *Traveller Core Rulebook*. Aniyun outcasts can choose any Drifter profession.

EWURMER

The Ewurmer are a centipede-like hive race native to the interdicted world of Dikkenwep within a system controlled by the Principality of Bruhkarr. The race appears to have developed a basic technological civilisation but early attempts by the Corellan League and the Principality to make meaningful contact with the race ended in violence and proved fruitless, limiting study to remote observations from concealed surface installations. The subterranean nature of the civilisation has restricted orbital observation. Interdiction of Dikkengwep precludes Ewurmer relations with other civilisations and ongoing remote observation of the race is designed to limit interference and lower the chance of detection.

Little is known about the development of the Ewurmer but similar Dikkengwep species of smaller tunnelling animals have developed hive-like 'colonies' and exhibit caste-like differentiation, although they have not approached any accepted threshold for sophont status. All that is known about Ewurmer society comes from observation by probe drones. The race is clearly caste-based and possibly hive-like in organisation. It is arranged around cavernous cities equipped with electric lighting and a solid technical infrastructure, which each house more than 10,000 individuals. The industrial-level technology exhibited by the society has remained unchanged since first discovery by Corellan researchers in -347. Examinations of abandoned cities imply an industrial culture stretching back to at least -1500 and organised tool-using societies emerging more than one million years before present, although researchers disagree over the level of sentience indicated by these ruins.

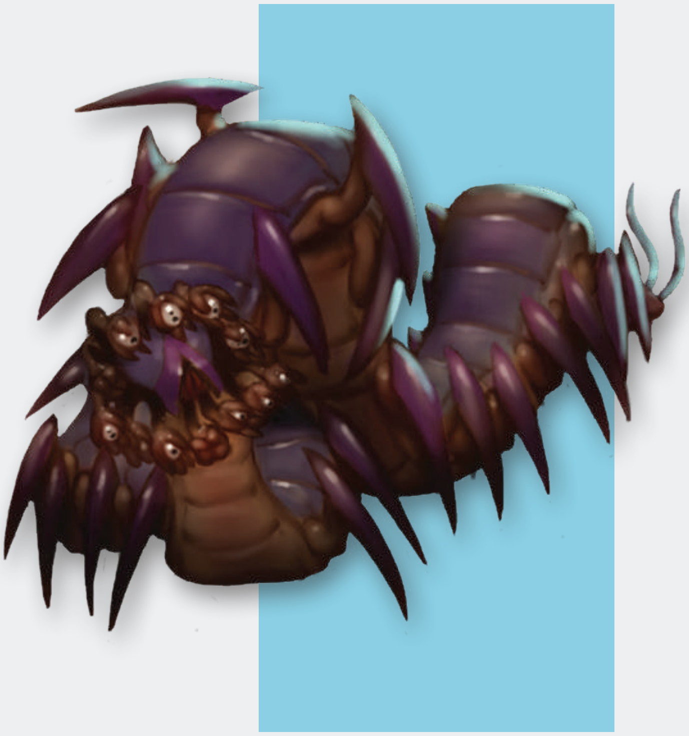
The size of an Ewurmer varies with caste. A tubular Ewurmer body is 2.5–3 metres long, 30–40 centimetres in diameter and masses more than 100 kilograms, although the warrior caste may exceed four metres in length and 300 kilograms in mass, and smaller specialist cleaner castes may mature at no more than a metre length and 30 kilograms. Twelve sets of paired legs line the sides of the main bilateral body segment. The Ewurmer's forward body segment has a dozen small 'hands' arranged in a ring around a large chitin-lined mouth. Each of these hands has an eye in a protected palm socket and four opposable fingers with broad claws suitable for digging in dense soil.

The life cycle of the Ewurmer is based on its subterranean hive-like society. The entire life of most Ewurmer is spent in a labyrinth of tunnels dug into clay and solid rock stretching for many square kilometres up to 200 metres below the surface. A caste of queens lays hundreds of eggs per standard year. The eggs hatch into larvae fed and groomed by nannies for up to two standard years before stiffening into a hard shell and emerging as metre-long adult sprouts after a period of metamorphosis. The new sprouts are divided into caste groupings and trained as apprentices for a few standard years before beginning duties as a full-sized adult caste member. There appear to be dozens or hundreds of castes, with differing lifespans. Warriors may live only a decade, while queens, scholars and leaders may last for 50 or more standard years.

Apparently reflexive xenophobia and the ability of the warrior caste to carry cannon-calibre rifles has discouraged direct contact and led to the loss of several expedition members during contact attempts. The formal interdiction of Dikkengwep by the Bruhkarri has remained in place since 32 and was acknowledged by the Corellan League in 107. Strangely, the Ewurmer societies do not appear to war against each other, so the purpose of the heavy firepower and defensible towns is unclear. Speculation of unseen underground warfare or unknown 'superworms' remains hypothetical.

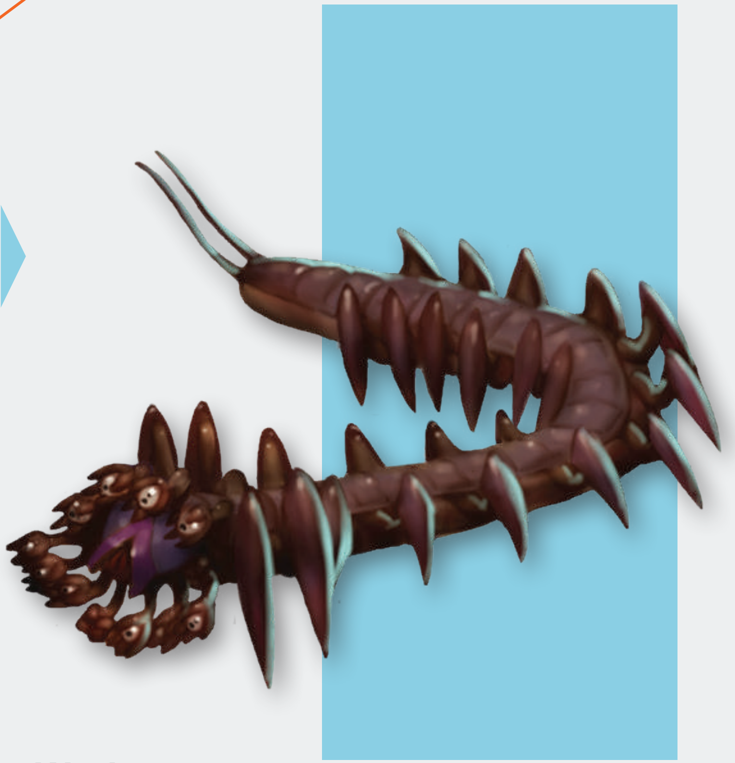
Bruhkarri researchers have been unable to determine if any written or otherwise permanent records exist and are unsure about the nature of Ewurmer language, although it appears to have multi-sensory components.

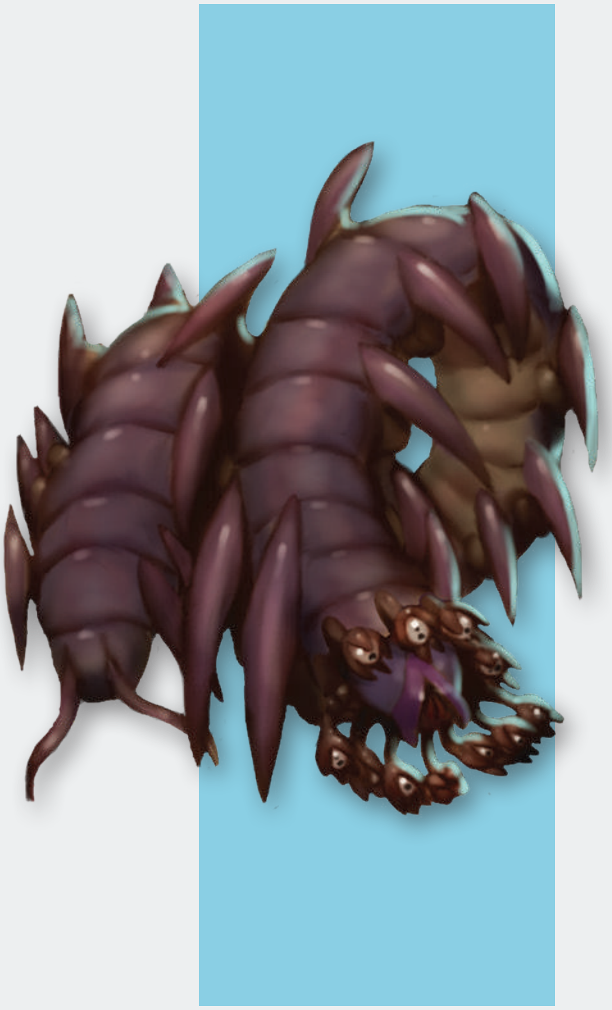
The Ewurmer are not suitable as Travellers. The Ewurmer have not travelled beyond their homeworld and their nature does not appear to allow for individual initiative.



Cleaner

Animal	Hits	Speed
Ewurmer Cleaner	6	9m
Skills	Athletics (dexterity) 2, Melee 0, Recon 1, Stealth 2, Survival 1	
Attacks	Claws (1D)	
Traits	Armour (+1), Small (-2)	
Behaviour	Omnivore, Sophont	



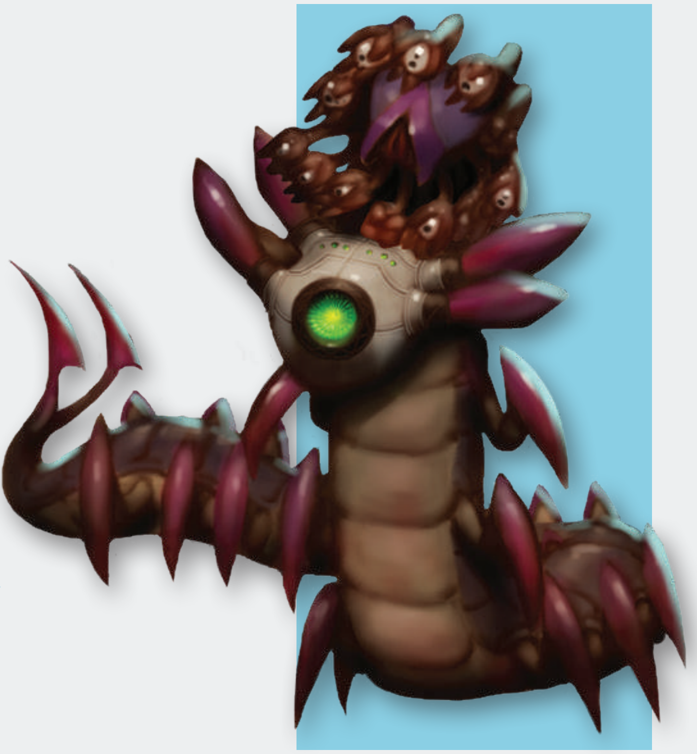


Worker

Animal	Hits	Speed
Ewurmer Worker	24	5m
Skills	Athletics (endurance) 1, Melee 0, Survival 1	
Attacks	Claws (1D+2)	
Traits	Armour (+2)	
Behaviour	Omnivore, Sophont	

Warrior

Animal	Hits	Speed
Ewurmer Warrior	42	6m
Skills	Athletics (strength) 2, Melee (natural) 2, Recon 1, Survival 1	
Attacks	Claws (2D+2)	
Traits	Armour (+4), Large (+2), Tough	
Behaviour	Omnivore, Sophont	



GMINA

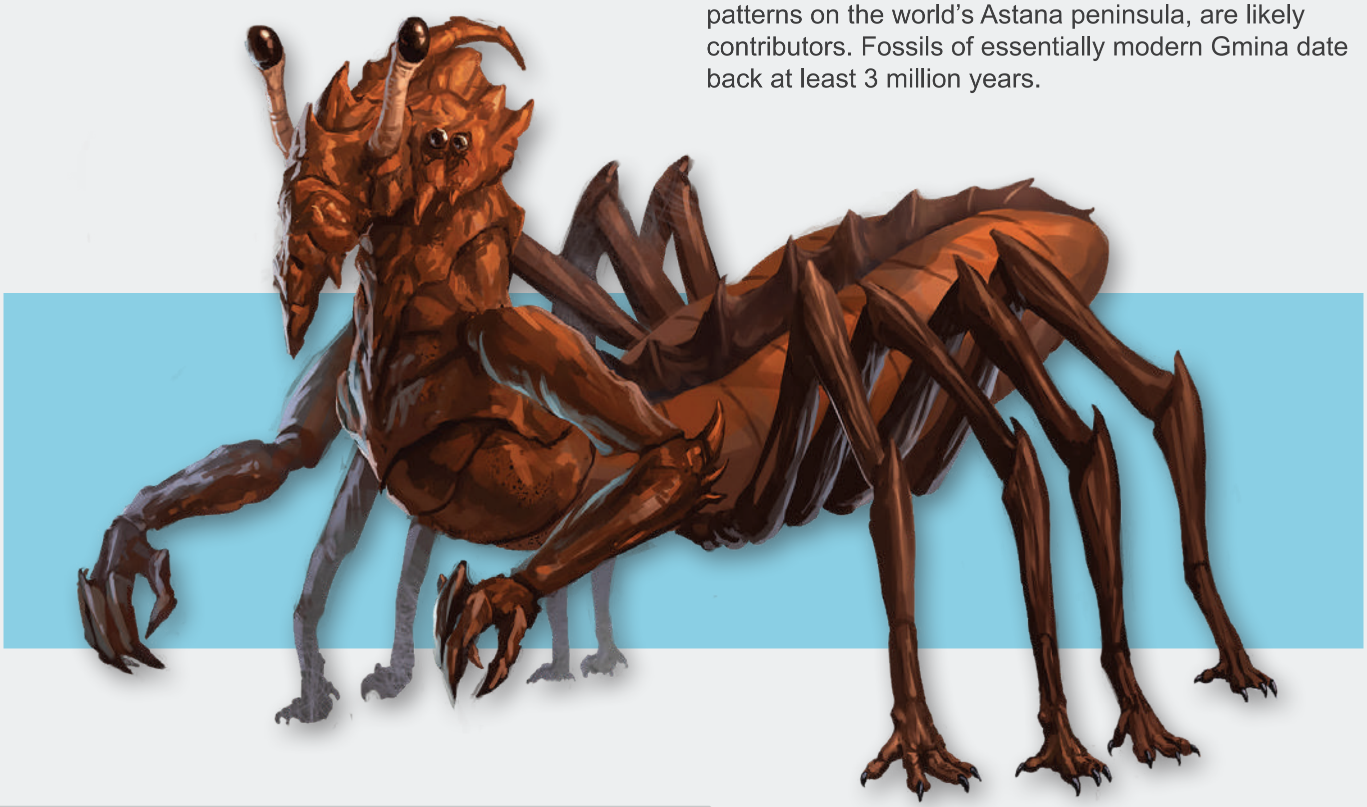
The Gmina are a primitive tailless scorpion-like race confined to reservations on their native world of Yangikent, a large tidally locked world in orbit around a red dwarf sun. The origin of their name is obscure and the gesture and whistle based Gmina language does not directly translate into anything but 'People'.

Gmina resemblance to giant tailless Terran scorpions is only superficial. Adult Gmina stand two metres tall, three metres long and mass 200 kilograms. Gmina are covered with soft slightly scaly skin and have internal skeletons. They have 10 paired limbs. The upper two pairs are manipulative limbs ending in four claw-like fingers; the lower three pairs of locomotive limbs end in broad padded paw-like digits. An angular armoured head has the general shape of a curved beak. The head has two primary eyes set on lateral eyestalks and either two (male) or three (female) sets of smaller eyes behind the stalks. The head splits open like a beak to reveal a frilled throat passage serving as mouth and olfactory sensor. Respiration and auditory functions are performed by two sets of gills located behind each manipulative limb pair. A half-metre-high fin runs the length of the back to provide cooling.

Vision is centred in the infrared, with only the major eyes capable of seeing visual light wavelengths longer than 600 nanometres – somewhere in the yellow range. Skin colouration varies with age and gender with the males featuring a dull orange tint while the females are a very dark red bordering on infrared. Most adults cover their skins in geometric tattooing indicating personal history and status.

The Gmina are omnivores, hunting small game and gathering or cultivating a variety of root-like vegetables. Young are born live, usually singly after a 90 standard day gestation. The shiny black new-born is genderless and unable to care for itself for the first two standard years of its life. Gmina traditionally reside in bands, small related groups of 10–20 individuals. These bands secrete hormones that determine the gender of the young Gmina at approximately four standard years. Usually, the gender selection balances the ratio within a band. Males lose the third set of small eyes and gain a brighter colouration within a year of selection. At this stage, a Gmina is reproductively adult but only masses half its full size, filling out over the course of the next three standard years. At eight standard years, a Gmina is considered a full adult. Females remain with their birth band but males wander alone into the wilderness until adopted by a new band. An adult Gmina remains reproductively active for life, usually surviving for 40 standard years, although full lifespan is near 80.

Gmina belong to the dominate taxa of fauna on Yangikent. Complex fauna has inhabited the twilight regions of Yangikent for at least 400 million years. The route to sentience is unclear, and not well-studied, but geological evidence of a period of massive flares from the world's red dwarf sun, followed by shifts in rainfall patterns on the world's Astana peninsula, are likely contributors. Fossils of essentially modern Gmina date back at least 3 million years.



CREATING GMINA TRAVELLERS

Gmina are rarely encountered off their reservations and forbidden to leave by local authorities. A small number of Gmina have been smuggled off their homeworld by Sophont Rights extremists on Tartakover, a move condemned by other organisations who accuse the 'liberators' of treating their charges like zoo animals. A few Gmina have escaped into the general population of Taratkover and may have left the world.

Characteristics

Gmina Travellers roll 2D+4 for STR, roll 1D for EDU and have SOC 2, and have the following modifiers applied to their characteristics: DEX-1.

Traits

Gmina Travellers all possess the following traits:
Infrared vision: Gmina can see into the infrared spectrum and have superior night vision and senses. This confers DM+1 to initiative and Recon checks.
Multi-limbed: All Gmina can utilise up to two major items (weapons, tools and so forth.) simultaneously and receive two sets of actions each round to operate them. However, Gmina suffer DM-2 with all equipment not manufactured or modified for their use.

Careers

Gmina characters may only enter the Drifter (barbarian) career from the *Traveller Core Rulebook*. A Gmina who has escaped Yangikent may enter any Drifter assignment.

The Gmina never progressed past TL0. At time of contact, the Gmina numbered in the millions, with loose tribes divided into clans and further into many small family bands who lived a semi-nomadic existence. Although some tribes practiced agriculture, they did not maintain permanent settlements but lingered in camps around their fields. Gmina still do not construct permanent shelters, although they build fire pits and temporary cover against severe weather. The arrival of humans – who now refer to themselves as Yangi – in -1408 had no effect on Gmina society for the first 20 years, until the fledgling human colony set out to establish a subsidiary settlement in a new river valley. Gmina tribesmen confronted the newcomers with spears and bows and were met with rifle fire. For the next two centuries Yangi settlers drove Gmina tribes from the most fertile land, eventually establishing a set of reservations in the marginal land of the libration zone, where the sun only rises above the horizon for parts of the year.

Currently, less than a million Gmina survive in three tribal reservations. Their culture remains essentially intact but their numbers have been in slow decline for 2,000 years. The Gmina reservations are off-limits to humans. The Yangi consider this a culturally protective measure but offworld activists suspect the policy to be designed to prevent documentation of conditions on reservation land. Knowledge of Gmina society is limited to published studies by local sophontologists with no offworld peer review. Gmina who escape the reservation and survive the harsh wilderness between Gmina lands and settled regions are captured and returned to the reservation or killed if they resist.

KEMLAE

The Kemlae are a race with a complex life cycle. Native to Kemlos, a large moon of a gas giant in orbit around a red dwarf star, the Kemlae have been full members of the Corellan League for most of its existence.

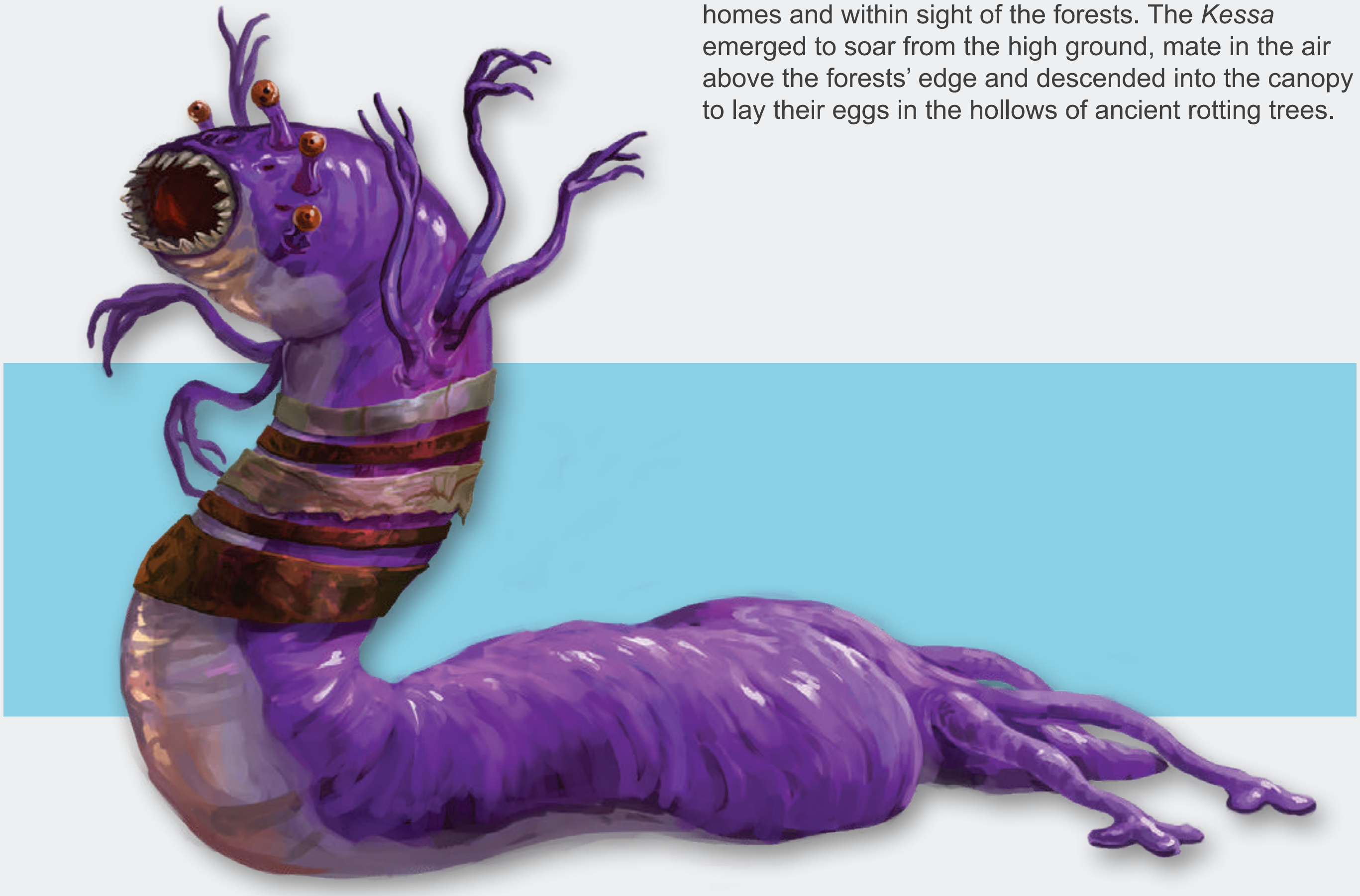
Technically, the term Kemlae refers to the multi-tentacled worm-like pupal stage representing the sentient life phase of the Kemlae Cycle, or *Keeltiru*. Fully grown Kemlae are purple worms massing 80–100 kilograms. They are 2.0–2.5 metres in length, 40–50 centimetres in diameter and have 12 tentacled appendages, six in a ring near the 'head' and six near the 'tail'. The Kemlae 'head' is a tapered cylinder ending in a large circular mouth lined with plate-like 'teeth'. Surrounding the mouth is a ring of six eyes on short stalks interspersed with six 'noses', which support respiratory, olfactory, auditory and speech functions. The six forward tentacle limbs are half a metre long and split into three sub-tentacles to form 'fingers'. The 'tail' tentacles are thicker than the forward tentacles and sport stubby 'toes' ending in rubbery callouses. Kemlae locomotion usually involves a fast crawl supported by three or more tail tentacles with two or more forward tentacles providing fine guidance; the remaining tentacles, forward and tail, can carry items or interact with the environment.

Kemlae vision is heavily skewed toward the infrared, with colour vision only able to discern green to mid-infrared wavelengths of light. Kemlae clothing serves a ceremonial purpose, with the long torso covered in tight bands of linens and leathers denoting rank, age and life history. When travelling in hostile environments, a Kemlae environmental suit will mimic these patterns to tell the story of the individual's place in society. Unfortunately to human eyes, many of these colourful bands look black or brown.

The Kemlae life cycle begins when a grub, or *Kuru*, emerges from a 10-centimetre-diameter egg and spends nearly two standard years as an unintelligent caterpillar-like creature, subsisting on rotting vegetation and biodegradable waste. Once the *Kuru* reaches approximately one metre in length, it moults into the pupa, or Kemlae stage, with about the intelligence of a human or Vargr infant. As the Kemlae stage persists, the 12-tentacled worm matures physically and mentally, within six years reaching two metres length and gaining enough intelligence and experience to master a series of rituals to become admitted into Kemlae society.

Kemlae can maintain themselves in this pupa stage for decades by carefully managing diet or taking medications to control hormone levels but sometime before the age of 50 standard years, the urge to transform becomes too great for most. After retreating into a chrysalis for a period of two to three standard weeks – a ceremonial event referred to as the *Kuftu* – the former Kemlae emerges transformed into a moth-like gossamer-winged creature, the *Kessa*, or 'elder', a flying unintelligent hermaphroditic reproductive life stage. Unable to eat, the *Kessa* breeds, lays eggs and dies within a week, completing the Kemlae life cycle.

Prior to the rise of civilisation, the primitive Kemlae occupied different ecological niches during their various life stages. *Kuru* hatched and grew in deep forests and swamps, adopting a herbivorous lifestyle. After moulting, the young Kemlae migrated to open plains and river valleys, becoming omnivores, hunting and gathering in packs that evolved into the first primitive villages. When the urge to transform in the *Kuftu* became too great, the Kemlae travelled to ceremonial locations on hills or mountains near their river valley homes and within sight of the forests. The *Kessa* emerged to soar from the high ground, mate in the air above the forests' edge and descended into the canopy to lay their eggs in the hollows of ancient rotting trees.



As Kemlos's climate dried, the forests receded, making this cycle unsustainable. The Kemlae instead built larger villages, complete with garbage middens surrounding sculptures of the vanishing trees where the *Kessa* would lay their eggs and the *Kuru* would begin their lives under the protection of village guardians.

Kemlae civilisation persisted at an advanced agrarian level for hundreds of thousands of years and claims to be older than the Ancients. Only in the past 5,000 years did civilisation advance as population pressures drove the innovations that propelled the race into an industrial age. When contacted by Corellan explorers in -1531, the Kemlae numbered in the billions and had begun early exploration of space, travelling to other moons of their gas giant.

Kemlae society had been unified centuries earlier. Their society is a meritocracy, with villages appointing a *Lurush*, or judge, who among other chieftain duties is the arbiter who had the choice or obligation to enter *Kuftu*, a ceremony occurring as often as once every local year of 42 standard days. The *Lurush* choose from among their ranks a greater *Lurush* to represent their region and the regional *Lurush* choose one from among their number to represent a province. By the time of first contact, the hierarchy of *Lurush* was six layers deep, with the sixth level *Lurush* electing one of their number to be the Supreme *Lurush*, who ruled the entire society for a set term. At each level, a *Lurush* could only serve for 36 local years – about four standard years. At the end of this term, unless voted to the next level, the *Lurush* was obligated to perform *Kuftu* after choosing a companion to accompany them to become their *Kessa* partner.

Since contact with Corella, the Kemlae have been enthusiastic members of the League and open to interactions with other races and cultures, although few travel off planet. Society has remained mostly static since contact, with medical treatments to control the urge to begin *Kuftu* being one of the few technological changes widely adopted. The Kemlae are proud of their ancient and stable society and stubbornly resistant to any changes to their culture or life cycle. In return, they are both tolerant and interested in the cultures of other races, recognising the differences influenced by both biology and tradition. They actively oppose attempts by one culture to rule, subvert or modify another, although defence of diversity extends only to societies, not individuals; they expect others to adhere to the customs of their native culture and do not understand intracultural dissent.

CREATING KEMLAE TRAVELLERS

While most Kemlae remain on their homeworld their entire lives, they are numerous and a small percentage of more adventurous Kemlae spend some of their lives among interstellar society.

Characteristics

Kemlae Travellers have the following modifiers applied to their characteristics: DEX+1, END+1, EDU-1, SOC-1.

Traits

Kemlae Travellers all possess the following traits:
IR Vision: Kemlae can see far into the infrared spectrum (0.5–12 μm), allowing them to discern room temperature objects in complete darkness. Conversely, Kemlae can barely distinguish green and blue appears grey to their eyes.
Kuftu: Kemlae do not suffer aging effects but starting with the end of the seventh term (age 36), Kemlae must roll Term+ to avoid Kuftu, which results in the Traveller's transformation and death.
Multi-limbed: All Kemlae can utilise up to three major items (weapons, tools and so forth.) simultaneously and receive three sets of major actions each round to operate them. However, Kemlae suffer DM-2 with all equipment not manufactured or modified for their use.

Careers

All careers from the *Traveller Core Rulebook* are suitable for Kemlae, however they begin their careers at age eight and cannot serve more than eight terms total. The Noble career is only available to the Lurush, who must have served at least four previous terms in another career and must have both EDU 10+ and SOC 10+. At the end of each term, a Lurush must roll 11+ to avoid Kuftu. If successful, the Lurush gains SOC +1.

KTIAUAO

The Ktiauao of Ka'aheakh are a reconstructed race. Their intelligence is dependent on a symbiosis with a fungoid called Kti, which is intertwined with their central nervous system. When the Tlasayoae clan seized their world in -680, they found their newly conquered slaves difficult to control and eventually devised a biological weapon to destroy the Kti and reduce the Ktiauao to animal intelligence. Other Aslan clans led by the Syoisuis intervened, returned the favour on the Tlasayoae and liberated the world. Although the Kti was restored and the intelligence of the Ktiauao re-emerged, their culture, even their language, was lost. Despite the help of the Aslan clans who now occupy half their world, they are little more than a faint echo of their former selves, reconstructed on an Aslan template.

The Ktiauao are six-limbed bilateral sophonts descended from arboreal omnivores. At 80–100 kilograms, the two-metre-long brown-grey Ktiauao possess a large head with four large eyes, two forward-facing and two side-facing, which give them a 270° field of view. A broad muzzle sprouts a multi-purpose 'mouth' with complex dentation and internal organs for taste, smell and speech. Long white whiskers provide both sensory guidance in low light and acute hearing through fine secondary hairs or cilia. As with many hexapods, the upper pair of limbs is specialised for fine motor control and grasping, with six tentacle-like fingers. The second pair of limbs has intermediary functions – grasping while arboreal or stationary, locomotion while moving on the ground – with a stubbier set of three tentacles ending in chitin claws. The third set of limbs is specialised for locomotion, equipped with larger versions of the middle limbs' tri-claws to allow arboreal grasping as well as ground-level locomotion.

The major distinguishing characteristic of the Ktiauao is not physical but cognitive. A symbiotic fungus-like growth called the Kti is intertwined in the nervous system stretching from the Ktiauao's head to spine. The Kti acts much like myelin in a human brain, accelerating brain functions enough to achieve sentience. Without Kti, the Ktiauao is no more intelligent than a Terran gibbon.

The Ktiauao descend from a family of arboreal omnivores prevalent in Ka'aheakh's forests and jungles. At some point in the past few hundred thousand years, Kti infected a proto-Ktiauao. The fungoid organism normally coexists with the broad trunked flora of Ka'aheakh's jungles, making this leap profound and unlikely to reoccur.

The Ktiauao have two sexes – indistinguishable to an untrained observer – who mate for life. The female gives live birth to a single offspring after a gestation of three months. The offspring masses less than one kilogram and is totally dependent upon its parent, clinging to its mother's fur for the first two years of life. During this period it becomes infected with Kti and gradually develops intelligence.

Considered fully grown by age 12, the modern Ktiauao leaves its parents, who raise one child at a time, and begins a period of wandering – or in modern times, education – with a group of 4–10 same-sex peers. Full sexual maturity occurs after another 4–6 years and the Ktiauao leaves its peer group and establishes a pair bonding that normally lasts until the death of one partner, an event which often leads the surviving partner to end their own life.

A small percentage of Ktiauao do not establish a pair bonding, by circumstance or choice. These individuals gradually lose their sexual differentiating characteristics, which are mostly hormonal and olfactory, and become neuter 'monks', pursuing careers in isolation or in groups of other monks. Monks comprise 15% of the Ktiauao population and include many of the race's scientists and explorers. While the natural lifespan of a male or female Ktiauao is approximately 90 standard years, during which both sexes remain fertile, a monk's lifespan can be twice as long.

Whether Kti originally spread quickly or slowly, the massive increase in intelligence provided by the symbiosis forever changed the Ktiauao. No records exist of this early period but the ability to develop culture and language arrived with a suddenness unknown in other species. Massive deforestation around -180,000 may be the result of an early rise of civilisation but it faded quickly and left no other trace.

Much of the Ktiauao's more recent history is also lost. All their records and memories are gone, and only archaeological examinations are able to piece together the story of their culture and civilisation. Civilisation arose perhaps for the second time by -8000 along jungle rivers across two continents. Fishing villages and pastures for domesticated animals led to trade networks, larger settlements, agriculture and metallurgy by -4000. After a period of decline between -3000 and -2000, civilisation returned stronger than before across all five continents, cumulating in an industrial revolution around -1500. Whether the Ktiauao ever encountered Humaniti from the Sindalian Empire era is unknown but Corellan records do not indicate contact or any suggestion they knew of a technological race on Ka'aheakh. By

-800, the Ktiauao had reached early TL6, with internal combustion technology, rail and air transportation, and large seagoing ships that may have housed permanent settlements. They were likely on the verge of discovering nuclear energy and beginning to conquer space. But then the Tlasayoae came.

The Tlasayoae were an aggressive clan at the forefront of Aslan expansion into The Beyond. They claimed the world in -680, bombed the Ktiauao cities and installed themselves as rulers over the ruined civilisation. After centuries of oppression, the Ktiauao rebelled, attacking the Tlasayoae from jungle hideouts, sabotaging their hunts by poisoning prey and even hijacking starships, crashing them onto Aslan strongholds in suicide missions. Faced with a deteriorating situation and stressed by the ongoing Storm Knight Expeditions, the Tlasayoae developed an expedient solution: creating a biological organism that fed on the Kti. In 98 they released their weapon.

The bioweapon worked beyond the Tlasayoae's expectations. It spread across the entire world to infect every Ktiauao and many species of flora, wiping out not only the sentient natives but much of the jungle and forest ecosystem. The Tlasayoae now had the world to themselves but this period in history was not just the time of the expeditions of The Beyond sector, it was the time of the Cultural Purge among the Aslan. Deviant clans were hunted down and killed to preserve Aslan culture and the actions of the Tlasayoae were not the actions of heroes or conquerors. In the eyes of many Aslan they had committed something worse than genocide, they had not defeated their enemies by warfare or even by sterilising their world but by turning them into animals and devastating a world's ecosystem.

CREATING KTIAUAO TRAVELLERS

The Ktiauao are tolerated as members of the Hierate because the Syoisuis say they should be. As such, Ktiauao may follow Aslan careers and are expected to adhere to gender roles, with the neuter monks treated as female. They are treated as a minor clan, undergo their own version of the Rite of Passage (neuters undergo a female version) and can gain territory, which is passed down through the male line. Clans who are not vassals of the Syoisuis may privately express scorn or ridicule at the Ktiauao 'play-acting' as Aslan but will not publicly say so or risk incurring the wrath of the Syoisuis. However, the Ktiauao realise their position and rarely push for the respect they deserve and only rarely engage in duels to protect their honour.

Gender

Choose a gender for a Ktiauao Traveller or roll 2D: 2–6 Male; 7 Neuter; 8–12 Female.

Characteristics

Ktiauao Travellers have the following modifiers applied to their characteristics: STR+1, DEX+2. They suffer DM-1 on all Past Deeds TER rolls.

Traits

Ktiauao Travellers all possess the following traits:

Aging: Gendered Ktiauao begin aging after seven terms and receive DM+2 on aging rolls. Neuter Ktiauao begin aging after 10 terms and divide their Terms by two as the aging roll DM. Ktiauao only experience aging effects on STR, DEX and END; mental capabilities do not decrease with age.

Multi-limbed: All Ktiauao can utilise up to two major items (weapons, tools and so forth.) simultaneously and receive two sets of major actions each round to operate them. However, Ktiauao suffer DM-2 with all equipment not manufactured or modified for their use. Ktiauao may make two melee attacks with their middle limbs as a major actions, doing 1D+2 damage.

Peripheral vision: Ktiauao can see in a 270º arc around their heads. This confers DM+1 to initiative and Recon checks.

Careers

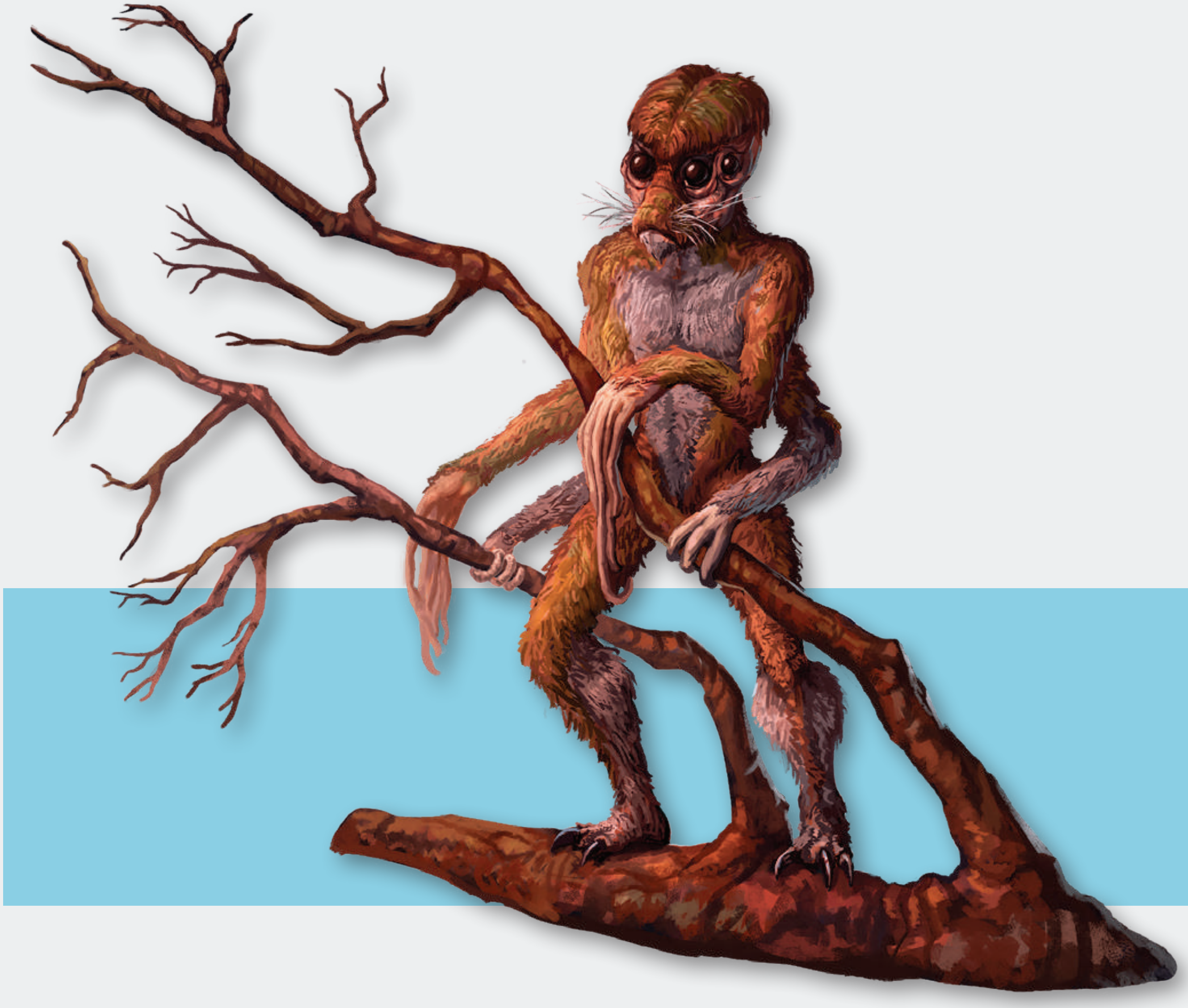
Ktiauao careers are based on Aslan careers from *Aliens of Charted Space: Volume 1*. Ktiauao begin careers at age 18 and for gender role purposes, neuter Ktiauao are considered female.

Already friendless for actions during the Expeditions other clans had thought dishonourable, no one stood up for the Tlasayoae when the Syoisuis clan declared them *tsekho*, or deviant, and gave them a taste of their own medicine. In 104, a Syoisuis bioweapon based on the Kti was set lose on Ka'aheakh. It was tailored to the specific Aslan genetics of the Tlasayoae clan and caused delirium and insanity among its victims. In an orgy of self-destruction the Tlasayoae destroyed themselves, not only on Ka'aheakh but across The Beyond, effectively wiping the clan from existence.

In part land-grab, part penance, the Syoisuis and its vassal clans occupied the ruined world of Ka'aheakh, developed a cure for the original bioweapon and began to restore the ecosystem. The surviving Ktiauao became self-aware again but, like the moment of the original infection hundreds of thousands of years ago, sentience caused more confusion than enlightenment. The Aslan were there to help guide the race but with the archives of the Tlasayoae destroyed as they wiped out their own civilisation, no records remained of Ktiauao language, much less its culture. The Aslan were guided by second-hand reports, often centuries old and vague or distorted.

The restored Ktiauao speak a language based on Trokh, adapted for their vocal organs. Their biological needs shape a society based on pair-bonded adults and a professional class of neuter monks but Aslan sensibilities have shaped gender roles. The Aslan consider monks as female and guide them towards female professions. The Syoisuis consider the Ktiauao a vassal clan and expect their leaders to be male and behave male, although they concede that even great leaders will only have one spouse. Neuter Ktiauao xenologists are leaders in the study of their own lost culture but they publish their findings in Trokh script.

The Ktiauao are vassals of the Syoisuis clan, a leading member of the Tlaukhu and behave as such. They have no independent foreign relations and are just one of seven clans with territories on their own homeworld.



MAL'GNAR

The Mal'Gnar are a human Minor Race transplanted from Terra to Mal'Gnar El by the Ancients 300,000 years ago. They are the dominant race in the low-tech caste-based society encompassing both Mal'Gnar and Chirper sophonts on a small cold world beyond the borders of the Imperium.

The Mal'Gnar were modified by the Ancients from already cold-adapted *Homo sapiens neanderthalensis* stock into more gracile individuals better suited to the low gravity world. After transplantation and initial alterations, the Ancients appear to have done little to further modify Mal'Gnar. Once abandoned after the fall of the Ancients, the Mal'Gnar's major natural evolutionary adaptation was the eventual loss of melanin-producing traits in response to the orange sun and a thick atmosphere that almost completely blocked ultraviolet light from striking the surface.

Sexual dimorphism is minimal. An adult Mal'Gnar of either gender often reaches two metres in height but rarely exceeds 90 kilograms. A large broad nose and protruding jaw are distinguishing characteristics from their Neanderthal past but, unlike Neanderthals, the Mal'Gnar have longer limbs in proportion to their torso than the typical Solomani build. The orange sun exacerbated an already pale appearance, leading to albino-like features of pink skin and white hair, although eyes are nearly universally blue and true albinism is no more common than in Solomani populations.

After a long period of hunter-gatherer existence, the Mal'Gnar reached Neolithic technology about 15,000 years before present. This revolution appears to coincide with the incorporation of Chirper bands into Mal'Gnar society and led to village life with agriculture and herding replacing a nomadic tribal culture. Mal'Gnar society has been caste-based since pre-literate mythological times. By the invention of writing in about -11,000, the culture had developed well-defined caste roles and rigid cultural expectations. After two millennia of slow but steady technological advancement, Mal'Gnar civilisation reached a late Iron Age plateau from which it has not changed in 10,000 years. The Mal'Gnar philosopher caste is essentially a priesthood, with 'truths' superseding scientific methods and chemists becoming alchemists maintaining secret formulas and elaborate rituals.

Chirpers are incorporated in the Mal'Gnar caste system as flying scouts for hunting parties and gatherers of fruits growing on isolated ledges in steep mountain ranges. One Mal'Gnar religious caste emulates the Chirper role by donning feathered and fabric-winged flying suits but these outfits are only suitable for gliding and have a strictly ceremonial role in society.

Mal'Gnar society has a very rigid culture. Any behavioural deviation from caste roles is punished by at best banishment and at worst death by exposure, chained to a mountainside through the long cold night. Settlements are scattered widely across the world's supercontinent yet maintain a homogenous culture. Village-sized communities dominate and no town exceeds 1,000 residents. Settlements are supported as much by hunting and gathering as agriculture, which is mainly limited to the tending of orchards and herding of domesticated fauna, many descended from transplanted Terran animals.

Caste restrictions on marriage restrict relationships between male and female Mal'Gnar to arranged unions in which the partners must be at least approximately five standard years beyond puberty. Procreation outside of marriage can lead to strict punishments that often result in the death of the unauthorised offspring and their parents. Otherwise, the Mal'Gnar have a typical human maturation cycle, with puberty reached after a dozen standard years and a lifespan of 70–80 years, although primitive conditions limit typical life expectancy to 40–50 years.

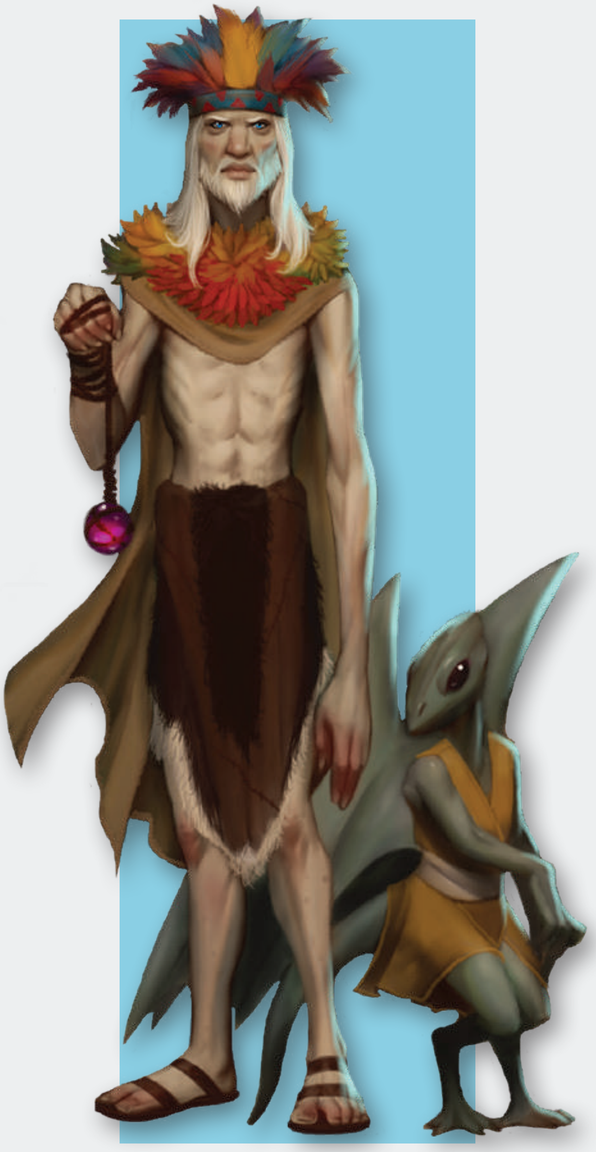
The IISS maintains an active interdiction quarantine around Mal'Gnar El, to protect both the local culture and visitors from the rigid xenophobia of the inhabitants. Surplus naval assets based out of Kazar direct any inbound traffic to one of the system's three gas giants for refuelling.

CREATING MAL'GNAR TRAVELLERS

Mal'Gnar inhabit an interdicted world and have little desire to step outside their caste roles. In the unlikely event a Mal'Gnar leaves their world, the Drifter (barbarian) career from the *Traveller Core Rulebook* is the best model for a Mal'Gnar Traveller. EDU should be determined with 1D+1 and the Mal'Gnar begins with no knowledge of Galanglic or any other offworld language.

THE FLYING HUMANS OF MAL'GNAR

A distorted legend of the Mal'Gnar as a race of flying winged humanoids persists within the Third Imperium. This belief can be traced back to a ninth century holovid series from Mora depicting a fictional race of flying humans called the Mal'Gnar, based on 'dramatic interpretations' of IISS reports. These reports told of winged Chirper castes as integral parts of the society and documented ceremonial gliding suits used by a single Mal'Gnar religious caste. The dramatisation showed humans with feathered wings engaging in xenophobic warfare and promiscuous behaviour that would never be tolerated by Mal'Gnar society. The critically panned series ran for a decade.



SRED*NI

The Sred*Ni are a race of fur-covered spider-like octopods with a cohesive, possibly hive-like, society and advanced biotechnology. Their interstellar state, the I'Sred Protectorate is not welcoming to outsiders. Information on Sred*Ni biology and society is limited but sources generally agree on some broad characterisations.

An adult Sred*Ni is a 100 kilogram bilaterally symmetrical octopod with an internal skeleton, whose appearance is superficially reminiscent of a Fulacin trapper or Terran tarantula. The basic body shape of a Sred*Ni is ovoid, with a distinct head separated by a short flexible neck. The head contains a single pair of eyes, a snout-like mouth and gill-like organs on the 'cheeks' supporting hearing, smell and respiration. The Sred*Ni's eight limbs all end in four thick graspers, allowing any limb to act as leg or arm, but in practice the rear four act as legs and the forward four as arms. Sred'Ni are adept at climbing and often use several limbs to hang from grasp-holds attached to the walls and ceiling of their structures.

Sred*Ni young are born live from their breeder caste, usually singly but occasionally as twins. The new born Sred*Ni masses up to 20 kilograms and is more advanced than a human infant, capable of fending for itself. The new born develops a prenatal telepathic link to its parent and can participate in rudimentary discourse at birth.

Sred*Ni are divided into eight castes of which only the hermaphroditic breeder is capable of reproduction. Influences from communal telepathic links initiate hormonal activation determining caste development, matching capabilities with societal needs.

The eight castes are:

- **Breeder:** Hermaphroditic conceivers and bearers of Sred*Ni, normally through sexual reproduction but apparently capable of parthenogenesis. They have limited intellect.
- **Technician:** Operators and maintainers of inorganic machinery.
- **Merchant:** Externally merchants engage in commerce. Within Sred*Ni society, their function is probably related to logistics.
- **Hunter:** Originally, likely purveyors of fresh game. Currently they act as scouts or smaller, more intelligent soldiers.
- **Warrior:** A soldier caste. They have no leadership duties, but can operate complex technological weaponry. They are the largest caste, sometimes reaching 200 kilograms.

- **Leader:** Coordinators of activity. Leaders appear to have greater telepathic abilities than other castes.
- **Sage:** Scholars, scientists, and retainers of knowledge.
- **Healer:** Medical providers. They are also operators and maintainers of organic machinery.

Mental capabilities are enhanced for leaders, sages, healers, technicians and merchants. Physical capabilities are enhanced for hunters and warriors. Healers, technicians, hunters and warriors also develop greater agility.

Sred*Ni further tailor themselves to their primary roles in society by enhancing their hormonally triggered changes with augmentation from biomechanical implants or symbionts. Unconcerned with individuality, lifespan is not extended by technological means and Sred*Ni will voluntarily self-euthanise as physical and mental characteristics decline and they are no longer productive members of society. This lifespan seems to vary by caste, with sages persisting for more than a standard century and warriors for less than two decades.

Sparse outside knowledge of current and past biological activity on I'Sred*Nihil limits understanding of Sred*Ni evolution. When asked, they say they have always existed. Likely, they evolved from communal forest-dwelling pack hunters who developed greater intelligence to overcome environmental challenges. Many outside researchers speculate the current caste structure evolved from a simpler organisation earlier in Sred*Ni development.

The Sred*Ni are not forthcoming about their historical development. Officially the race has always enjoyed a collectivist philosophy and neither warfare nor class distinction drove the civilisation's progress but apparently the warrior caste has always existed, which – barring external threats – raises questions in the minds of many sophontologists. Whatever their technological and societal development, the Sred*Ni achieved spaceflight and began to settle their star's asteroid belt by approximately -800. Some Corellan records from ships transiting the system over the following six centuries mention ephemeral contacts with unknown spacecraft and indications of industrial activity on some asteroids, although these were dismissed as Aslan or perhaps Vargr activity.

The seizure of a refuelling Corellan transport in -113 led to the Sred*Ni's acquisition of jump technology and within a century the Sred*Ni had expanded to six nearby systems, establishing outposts in each. After this quick seizure of nearby systems, which established the current Heptad, or Protectorate, Sred*Ni expansion stopped and they adopted a strict quarantine around their systems.

Establishment of interface systems containing Protectorate embassies at Shalukin and Web Edge in 347 and 648 are the extent of constructive engagement with outside influences. The only overt aggression by the Sred*Ni has been the destruction of an unauthorised settlement by sterilising the world of Retribution in 694.

Sred*Ni society is communal to the extent that individuality is not acknowledged in anything but the strictest physical sense, with the eight castes all fulfilling a role within the society as a whole. As best as outsiders understand it, there is a hierarchy of castes, the three i-Zreen or 'classes', of which the Primary class consists of the leader, sage and healer castes, the secondary class of the merchants, hunters and warriors, and the tertiary class of breeders and technicians. In this hierarchy, castes have different roles and different levels of authority. Any decision appears to require consensus between all but the breeder caste, rendering the actual utility of the i-Zreen hierarchy within a communal telepathic society obscure.

Sred*Ni technology has a closer relationship with biology than that of most Charted Space races. Genetically altered organisms, symbionts and cybernetics seem to blend, with starships seeming nearly organic inside their crystaliron shells. Individual Sred*Ni often sport enhancements that are at least partially biological. The only known psionic ability among the Sred*Ni is telepathy and even this is very limited outside their own species. However, some genetically engineered biological devices have brains capable of receiving Sred*Ni telepathic input in much the same manner as a Zhodani might manipulate machines with telekinesis.

Sred*Ni society is not welcoming to outsiders. The Protectorate mostly limits contacts to the interface systems of Shalukin and Web Edge. Their embassy occasionally issues visas to visit the homeworld of I'Sred*Nihil but no other systems except for a 'refuelling corridor' at I'Sred*Nity. The few outside starships allowed to make the journey are prohibited from operating active sensors or making unauthorised communications.

The Sred*Ni are not suitable as Travellers. The Sred*Ni have limited concepts of individuality and their alien motivations are best suited for roles as antagonists or enigmas for Travellers to experience.

OUTSTANDING QUESTIONS

Several inconsistencies or oddities in Sred*Ni society remain open questions:

- If Sred*Ni society was always unified and cooperative and the Sred*Ni are apex predators, why did a warrior caste exist separate from the hunter caste?
- What is the current role of the hunter caste in society? Are they explorers, NCOs or actual hunters?
- What is the purpose of merchants in a communal society? How did they evolve prior to contact with outsiders? Are they more accountants and quartermasters than actual merchants?
- What is the purpose of the three-class hierarchy atop a caste system in a communal society with consensus decision-making and no individuality?
- Why is the breeder caste excluded from decision making, while the equally low technician caste is not?
- Prior to the advent of automation and genetically manipulated organisms as the mainstays of manufacturing, was there ever a worker class? Are the technicians remnants of this caste?

Human researchers have attempted to address some of these questions by postulating an evolution of the caste system based on hormonal changes or deliberate manipulation after the Sred*Ni achieved a technological civilisation. Professor E.X.U. Norbert theorises the original caste structure involved two castes in each class: Leader and shaman, hunter and clerk, breeder and worker, with shaman evolving into sage and healer, clerk evolving from a storeroom accountant to a merchant with logistics expertise, and worker splitting into the technician and warrior castes. Doctor Henrietta Vaaliniin postulates a simpler model of three original castes: Leader, hunter, and breeder. Others have postulated a consolidation from a larger number of castes but, in all cases, the Sred*Ni have not cooperated in this research, stating their caste and class structure is as it always was.

Breeder

Animal	**Hits**	**Speed**
Sred*Ni Breeder	21	5m
Skills	Steward 1	
Attacks	Graspers (D3) x2	
Traits	Heightened Senses	
Behaviour	Carnivore, Sophont	

Healer

Animal	**Hits**	**Speed**
Sred*Ni Healer	21	6m
Skills	Athletics (dexterity) 1, Medic 2, Science (biology) 2, Survival 1	
Attacks	Graspers (D3) x2	
Traits	Heightened Senses	
Behaviour	Carnivore, Sophont	

Hunter

Animal	**Hits**	**Speed**
Sred*Ni Warrior	24	8m
Skills	Athletics (dexterity) 2, Gun Combat (any) 1, Melee 0, Recon 2, Stealth 2, Survival 2	
Attacks	Graspers (1D) x2	
Traits	Heightened Senses	
Behaviour	Carnivore, Sophont	

Leader

Animal	**Hits**	**Speed**
Sred*Ni Leader	24	6m
Skills	Leadership 2, Persuade 2, Tactics (military) 2	
Attacks	Graspers (1D) x2	
Traits	—	
Behaviour	Carnivore, Sophont	

Merchant

Animal	Hits	Speed
Sred*Ni Merchant	21	6m
Skills	Broker 2, Deception 1, Persuade 1	
Attacks	Graspers (1D) x2	
Traits	—	
Behaviour	Carnivore, Sophont	

Sage

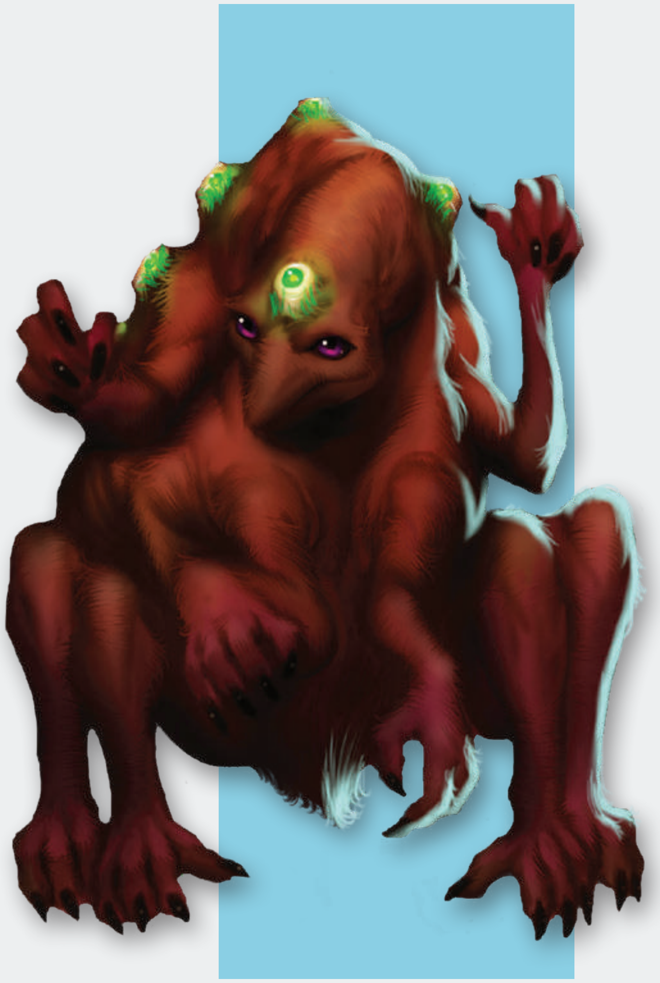
Animal	Hits	Speed
Sred*Ni Sage	21	6m
Skills	Admin 1, Electronics (any) 1, Science (any) 2	
Attacks	Graspers (D3) x2	
Traits	—	
Behaviour	Carnivore, Sophont	

Technician

Animal	Hits	Speed
Sred*Ni Technician	24	6m
Skills	Athletics (dexterity) 2, Electronics (any) 2, Mechanic 2	
Attacks	Graspers (1D) x2	
Traits	Heightened Senses	
Behaviour	Carnivore, Sophont	

Warrior

Animal	Hits	Speed
Sred*Ni Warrior	32	6m
Skills	Athletics (dexterity) 2, Gun Combat (any) 2, Melee (natural) 2, Recon 1, Stealth 1, Survival 1 ,Tactics (military) 1	
Attacks	Graspers (2D) x2	
Traits	Armour (+2), Large (+1)	
Behaviour	Carnivore, Sophont	



TEAKHEA

The Teakhea are an amphibious snail-like race native to Tlankhu who developed a caste-based society. They have accepted the Aslan as a master caste and adapted to fit within Aslan culture as members of the Kteaoaiyaei and Haolrauiai clans.

The Teakhea evolved from amphibious omnivore-scavengers who gathered food in the shallows and tidal flats of the Orange Sea, the largest of Tlankhu's six major bodies of water. Proto-Teakhea learned to specialise in specific food gathering duties and found this efficiency allowed surplus labour to specialise in occupations that allowed for the construction of food storage ponds, which evolved into covered amphibious shelters.

Teakhea are four-metre-long bisymmetrical shelled beings, with two tentacle-based arms and a snail's foot. An adult Teakhea masses more than 300 kilograms and moves with snake-like motion across tidal flats and partially submerged landscapes. The Teakhea lack an internal skeleton and have been described as a bundle of pale-yellow muscles in a shell. Their 'head' is just the blunt end of their upper body extending beyond the shell, equipped with a single large eye for near detail and infrared vision, and two smaller stalked eyes for distance vision extending into the ultraviolet. Two gill-like slits set on either side of a large sharp-toothed mouth provide oxygen in either air or water and the crown of the head is ringed with 'hairs' providing olfactory and auditory sensors.

The Teakhea secrete a calcium-based multi-plate shell onto their torso, protecting their backs and sides. Their two tentacle-like arms stretch up to two metres from their bodies, although the arms are usually contracted to half this length. These arms end in a hexagonal arrangement of sticky tentacle-like fingers, which are sensitive to chemical 'smells' as well as touch. The 'foot' runs beyond the shell for a third of the length of the body, allowing fast movement on smooth ground but has difficulty with rough terrain. In water, the foot acts like a tail, allowing the Teakhea to swim at a fast rate.

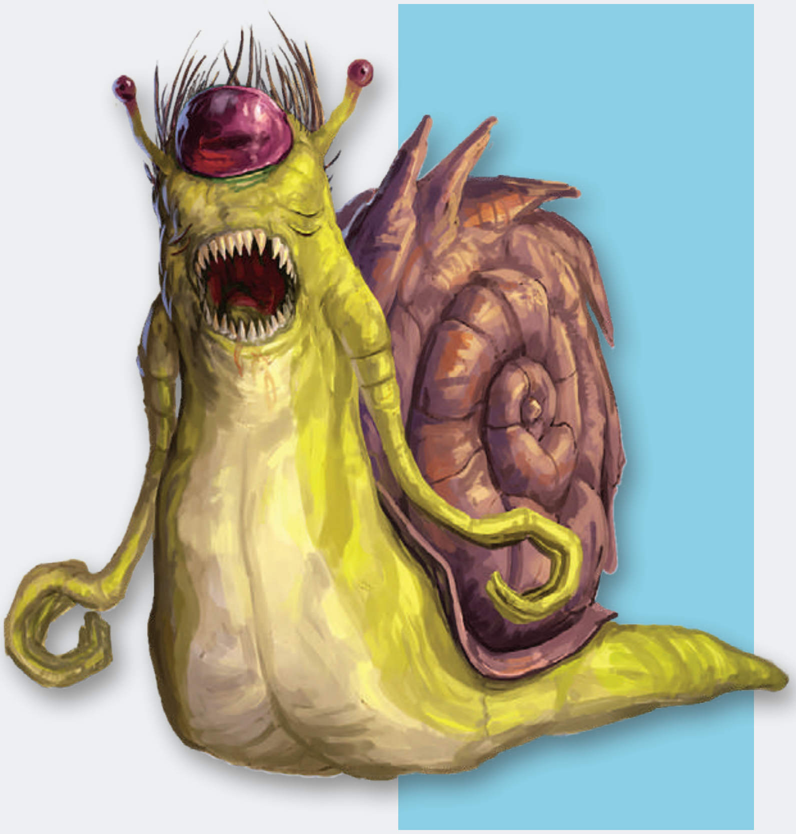
The Teakhea are serially hermaphroditic, with individuals reaching adulthood as a male, then after a number of years switching to female until giving birth to live 10-centimetre-long free-swimming larvae, then switching back to male for another period. The sexual cycle continues throughout a Teakhea's life, with the female cycle ending after each period of childbirth.

Teakhea larvae are unintelligent and left to fend for themselves in the Orange Sea of Tlankhu, the only body of water able to support native Teakhea. Salinity levels in Tlankhu's other seas do not meet the requirements of the larvae and attempts to raise larvae in artificial environments have met with severe cultural resistance. After a period of two local years – about three standard – the larvae attach themselves to reef-like structures in the shallows and spend a full local year as a filter-feeder, gradually siphoning calcium from seawater until they build a complete shell around their half-metre-long bodies. The larvae transform into adult Teakhea form after a 50-day-long metamorphosis and emerge to seek colonies of Teakhea to join and be raised as part of the community. In most cases the newly emerged Teakhea join communities of adults unrelated to their genetic parents.

The young Teakhea join an apprentice caste, learning basic skills and language. After a few years they become specialists in one of dozens of occupational castes, growing to full adult size within 10 local or 14 standard years after their metamorphosis. Castes are theoretically determined by aptitude but more often by shortages or vacancies. In any case, once assigned a caste is a lifelong commitment. Teakhea may live 60–90 standard years and do not retire until suitable replacements are found. Retired Teakhea, or elders, are still respected and consulted by others in their caste. There are more than 100 castes, three of them related to leadership. The Teakhea have adopted the Aslan as members of the high leader class, essentially granting any Aslan greater stature than any Teakhea.

The caste structure evolved with intelligence, leading to a widespread Neolithic civilisation of small settlements with written language by the time of first contact with Sindalian explorers in -1654. The Sindalians found little of value for trade or settlement on Tlankhu, which they named Sloughfeg. Other than a few sophontology research expeditions, they left the Teakhea alone, minimising interstellar contact and cultural contamination.

The Corellan League has no records of expeditions to Sloughfeg but were aware of the inhabitants, whom they called 'Slougs'. Aslan *ihatei* began arriving in the area in the -700s. The Kteaoaiyaei clan staked the first claim of territory on Tlankhu in -701 and the Haolrauiai clan followed in -693. Contact with the Teakhea occurred almost immediately. The Aslan over-awed the natives, who treated them like gods and adapted their caste structure to treat the newcomers as overlords. No conquest was required and Teakhea communities



continued as before for some time, until Aslan technology and cultural practices began to influence their further development.

Teakhea maintain their castes but have adopted gender bias in selection. Modern Teakhea learn two caste professions, a male and a female, and perform the male caste role first and then the female caste role once gender change occurs. This caste change parallels gender throughout the Teakhea's life. In practice, the two castes are normally closely related: operator vs. mechanic on the same type of equipment, for instance, and when an individual Teakhea is needed to stay within one caste specialty, drugs can prevent the transformation of sexes. For the male to female change, this can be accomplished by hormonal injections or a permanent procedure removing the glands responsible for the transformation. For a female, the change can only be avoided by preventing pregnancy. A large portion of Teakhea society chooses to retain a single gender; this has led to a declining birth rate and the Teakhea population has fallen to 1.2 million, barely a tenth of its precontact size. They are outnumbered five to one by Aslan on their own homeworld.

While the Teakhea see the Aslan as overlords, unlike the Ktiauao they do not see themselves *as* Aslan. As a result, they do not engage in Aslan rituals such as the Rite of Passage or duelling. The only honour important to the Teakhea is the honour of their Aslan leaders. For themselves, honour is not important; only duty is.

The Teakhea see themselves as extensions of their adopted clan and their population is evenly split between the Kteaoaiyaei and Haolrauiai, who account for more than half of the Aslan on Tlankhu. Any interaction with outsiders is through these clan affiliations.

CREATING TEAKHEA TRAVELLERS

The Teakhea are a race separate from, but beholden to, the Aslan. They practice their caste professions in order to serve the greater community and as such, only behave like Aslan as their caste has a gender component and those who maintain the full Teakhea life cycle will change caste as well as gender.

Characteristics

Teakhea Travellers have the following modifiers applied to their characteristics: STR+1, DEX-1, END+1, SOC-2.

Traits

Teakhea Travellers all possess the following traits:
Amphibious: Teakhea are equally adept on land and in water and can stay submerged indefinitely in oxygenated water.
Heightened Senses: Teakhea have better hearing and sense of smell than humans. They receive DM+1 to any Recon and Survival checks it has to make.
IR & UV Vision: Teakhea view the world at a greatly extended electromagnetic range, encompassing infrared and ultraviolet wavelengths. This allows them to see clearly in darkness.
Large (+2): All ranged attacks made against a Teakhea gain DM+2.
Shell: A Teakhea's shell grants Protection +3. Damage applied to characteristics, after armour, is halved.

Skills: All Teakhea speak their own tongue and gain the skill Language (Trokh) 2. Males do not need the Independence skill to understand money and Tolerance checks are not need. Aging occurs as for humans.

Snail foot: Teakhea have difficulty traversing terrain that is not smooth. Their speed is reduced to three metres across rough or broken terrain.

Careers

All Aslan careers from *Aliens of Charted Space Volume 1* are available to Teakhea except Ceremonial, Envoy or Military/Space Officer. A Teakhea cannot change careers without changing gender and a new gender career should be as close as possible in scope to the original career. A Teakhea begins as male. At the start of each term roll 8+ on 2D to initiate a gender change, if desired. Otherwise, the career may not change. Any Mishap causing loss of career results in the Teakhea either ceasing Traveller creation or becoming an Outcast.

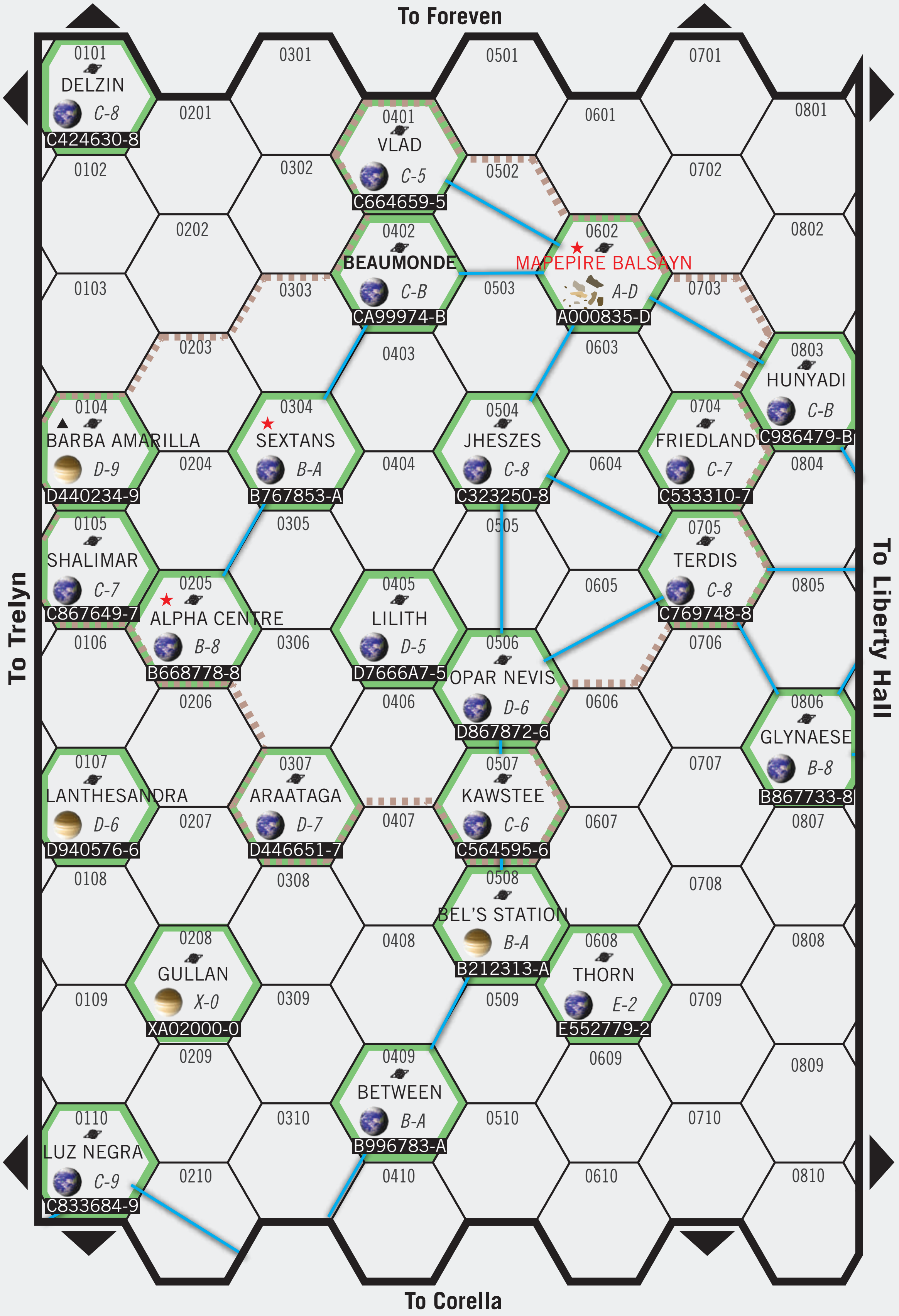
MAPEPIRE

The Mapepire subsector consists of 23 systems with a total population of 6.2 billion sentients, nearly all human. Fourteen systems and 97% of the subsector's population belongs to the Duchy of Mapepire, often called the Mapepire Cluster by those who do not recognise the Duchy's self-proclaimed noble titles. Two worlds, the desert planet of Lathesandra and the poor border world of Luz Negra, belong to the Corellan League. The subsector's five garden worlds were originally settled from League worlds more than 2,000 years ago but four of these worlds have since joined the Duchy and the fifth, Glynaese, has retained independence since -800, ruled by its own self-professed noble families. Only the Gullan system remains uninhabited.

The pirate lord Mapepire Balsayn used threats of force and promises of protection to gain control of most of the subsector during the period 638–672 and his descendants have ruled over the region ever since. Within the Duchy, piracy is nearly non-existent; among the thinly populated worlds on its periphery, it can be endemic. While the Duchy blames pirate activity on corsair bands from Foreven and the Vanguard Reaches, and even its neighbours Glynaese and Liberty Hall, many outsiders assume the Duchy itself at the very least turns a blind eye to activity that does not target its traders or worlds.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Alpha Centre	0205	N	B668778-8	Ag Ri		Duchy of Mapepire	G
Araataga	0307		D446651-7	Ag Ni		Duchy of Mapepire	G
Barba Amarilla	0104	S	D440234-9	De Lo Po		Duchy of Mapepire	G
Beaumonde	0402		CA99974-B	Hi In		Duchy of Mapepire	G
Bel's Station	0508		B212313-A	Ic Lo			G
Between	0409		B996783-A	Ag			G
Delzin	0101		C424630-8	Ni			G
Friedland	0704		C533310-7	Lo Po		Duchy of Mapepire	G
Glynaese	0806		B867733-8	Ag Ga Ri			G
Gullan	0208		XA02000-0	Ba Ic Va			G
Hunyadi	0803		C986479-B	Ni			G
Jheszes	0504		C323250-8	Lo Po		Duchy of Mapepire	G
Kawstee	0507		C564595-6	Ag Ni		Duchy of Mapepire	G
Lanthesandra	0107		D940576-6	De Ni Po		Corellan League	G
Lilith	0405		D7665A7-5	Ag Ga Lt Ni		Duchy of Mapepire	G
Luz Negra	0110		C833684-9	Na Ni Po		Corellan League	G
Mapepire Balsayn	0602	N	A000835-D	As Ht Na Va		Duchy of Mapepire	G
Opar Nevis	0506		D867872-6	Ga Ri		Duchy of Mapepire	G
Sextans	0304	N	B767853-A	Ga Ri		Duchy of Mapepire	
Shalimar	0105		C867649-7	Ag Ga Ni Ri		Duchy of Mapepire	G
Terdis	0705		C769748-8	Ri		Duchy of Mapepire	G
Thorn	0608		E552779-2	Lt Po			G
Vlad	0401		C664659-5	Ag Lt Ni Ri		Duchy of Mapepire	G

MAPEPIRE SUBSECTOR


To Foreven
To Trelyn
To Liberty Hall
To Corella
0101 DELZIN C-8 C424630-8
0201
0301
0401 VLAD C-5 C664659-5
0501
0601
0701
0801
0102
0202
0302
0402 BEAUMONDE C-B CA99974-B
0502
0602 MAPEPIRE BALSAYN A-D A000835-D
0702
0802
0103
0203
0303
0403
0503
0603
0703
0803 HUNYADI C-B C986479-B
0104 BARBA AMARILLA D-9 D440234-9
0204
0304 SEXTANS B-A B767853-A
0404
0504 JHESZES C-8 C323250-8
0604
0704 FRIEDLAND C-7 C533310-7
0804
0105 SHALIMAR C-7 C867649-7
0205 ALPHA CENTRE B-8 B668778-8
0305
0405 LILITH D-5 D7666A7-5
0505
0605
0705 TERDIS C-8 C769748-8
0805
0106
0206
0306
0406
0506 OPAR NEVIS D-6 D867872-6
0606
0706
0806 GLYNAESE B-8 B867733-8
0107 LANTHESANDRA D-6 D940576-6
0207
0307 ARAATAGA D-7 D446651-7
0407
0507 KAWSTEE C-6 C564595-6
0607
0707
0807
0108
0208 GULLAN X-0 XA02000-0
0308
0408
0508 BEL'S STATION B-A B212313-A
0608 THORN E-2 E552779-2
0708
0808
0109
0209
0309
0409 BETWEEN B-A B996783-A
0509
0609
0709
0809
0110 LUZ NEGRA C-9 C833684-9
0210
0310
0410
0510
0610
0710
0810

- Gas Giant
- *B-6* Starport Class & Tech Level
- ▲ Scout Base
- ★ Other Naval Base
- 🟩 Secure System
- ▭ X-boat Route
- ━ Trade Route
- ▪▪▪ Mapepire Cluster
- Asteroids (no atmosphere/water)
- ● Planet (dry)
- ● Planet (water present)

BARBA AMARILLA

The cold desert world of Barba Amarilla circles a pair of red dwarf stars. Its eccentric orbit warms the chilly planet to almost the melting point of water during its brief summer and cools the world to the point the atmospheric carbon dioxide freezes out of the atmosphere during the winter. The surface is only marginally habitable during the summer and autumn weeks and even then, planet-wide dust storms can choke the air until winter arrives.

The planet is only inhabited because of an Ancients site discovered by prospectors in 893. A rush of artefact hunters and archaeologists arrived on the world in the years immediately after the initial discovery but the site yielded no working artefacts, just a series of half-collapsed catacombs and cryptic carvings. Within decades, the failure to discover any further sites led to the abandonment of several settlements whose ruins are concrete ghost towns half buried in frozen dust and long stripped by salvagers.

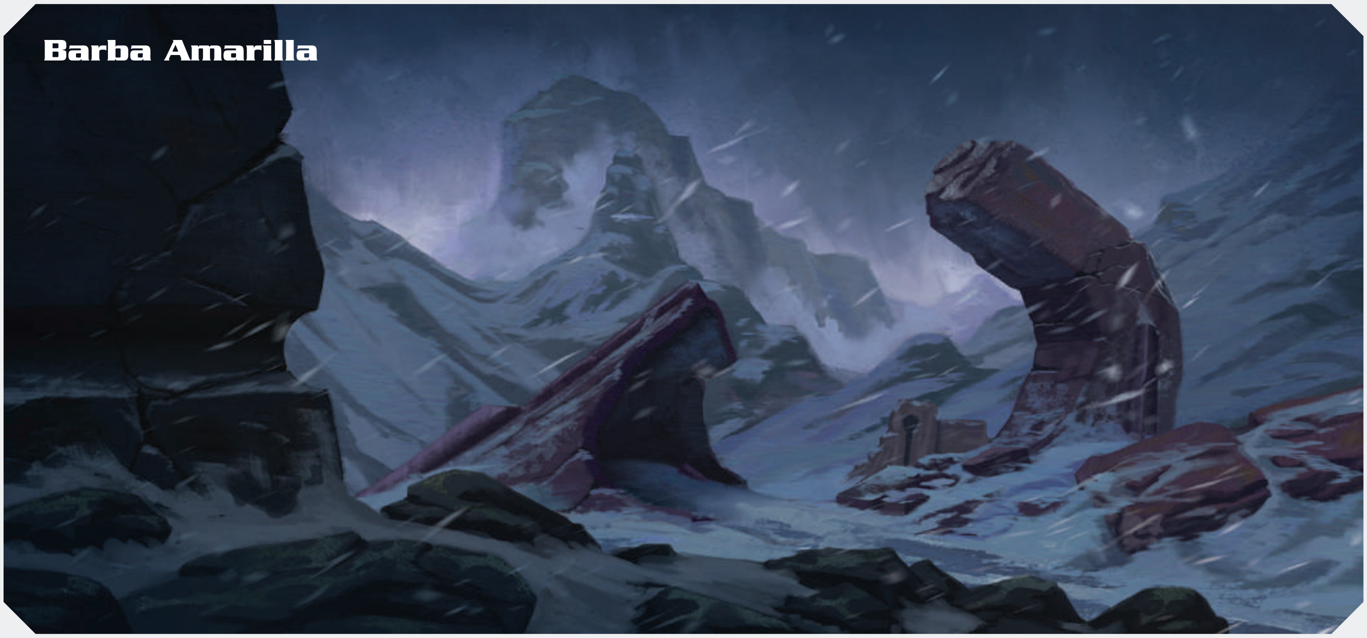
The planet only remains settled to uphold the Duchy's sovereignty and establish a claim to any future discoveries. It is ruled directly by Baroness Barba Amarilla VI, a clone of the original baroness and namesake of the planet. The inhabitants are all members of the Baroness's family or retinue and operate a science centre – more theme park than research lab – adjacent to the Ancients site.

BEAUMONDE

Beaumonde is a large dense world orbiting a pair of orange and red stars that are part of a quadruple star system. It is home to two-thirds of the population of the Duchy of Mapepire with its citizens concentrated in protected cities on 12 independent island states.

The planet has a gravity of 1.38 standard and a dense atmosphere often tainted by particulates from the chains of active volcanoes responsible for the only dry land rising out of the world's deep oceans. Orbiting in the inner margins of the habitable zone and subject to additional heating when the red dwarfs of the system's second binary pair draw close, Beaumonde's temperature can exceed tolerable limits during the summer weeks. Strong storms drive across the oceans, lashing the islands with rain and carving spectacular valleys on eroding islands. Occasional megaflares from one or more suns bring bright aurorae to the 20-hour-long nights and burn away atmospheric ozone.

The harsh planet might never have been settled but for the vast mineral wealth driven to the surface by constant volcanic activity. Deposits of rare metals including lanthanum and hafnium brought the first mining corporations to the world in -600 as the Corellan League built up its military to fight the First Expedition against Aslan expansion. Additional finds of rare gemstones, some unique to Beaumonde, brought additional prospectors to the world. Competing claims of large corporations, independent operators and squatting wildcatters caused the League to annex the world and arbitrate among competing parties in -327. The end of the expeditions after 422 and disruptions


Barba Amarilla

from ensuing political chaos caused many of the mining Consortia to curtail operations in now played-out mining territories, often turning over claims to locals whose families had worked the mines for centuries.

The world's population was already approaching one billion when it united in 506 under the aegis of the socialist Beaumonde Miners Collective and declared its independence from the League, hoping to negotiate better prices for its exports. Instead, owners of nationalised mines petitioned the League to embargo the world. Within a decade, infighting between island councils fragmented political unity but no faction had any interest in re-joining a League they felt had turned its back on the people in favour of offworld interests. Beaumonde's economy spiralled downward for more than a century. Then one-by-one the island nations accepted Mapepire Balsayn's offer to provide new markets for Beaumonde's mineral wealth in return for nominal rule and planetary export coordination by Balsayn's appointed Count. Since 659, those fractious island states of Beaumonde have become the economic core of the Mapepire Cluster.

Twelve independent island states rule territory on Beaumonde. The largest, Napali accounts for 600 million citizens in a string of arctic islands. Governmental structures vary greatly, from Napali's representative democracy to Tamara's military dictatorship, to the Union of Free Islands' mostly egalitarian socialist welfare state. Unique among the Duchy's worlds, each nation maintains its own surface space port, most of which are better equipped than the Count of Beaumonde's orbital Four Star Highport, which serves as the official starport; however, the count's facility owes its name to the quadruple star system, not to the level of service.

Beaumonde's industry has evolved from the extraction of resources to the production of moderate quality industrial goods. Although not the most technologically sophisticated producer in the Duchy, Beaumonde's goods collectively account for most of the trade, both internal to the Duchy and outside its borders. The world's political influence within the Duchy is limited by its balkanised state, a condition suiting the capital world of Mapepire Balsayn well.

LILITH

The tropical garden world of Lilith was the first settled within the Mapepire Cluster but it is by far the least populous and least advanced of the subsector's garden worlds. As a clement world at the coreward end of a small main, its original settlers had hoped the planet would serve as a central point for further settlement to coreward and grow to become a trade centre.

Unfortunately, the first of a series of setbacks began with the outbreak of the Lilith Plague, a wasting disease claiming nearly half the population in -1230 and leading to a decades-long interdiction. Underinvestment, bad luck and poor decisions continued to the present day. The world remains a low-tech backwater suffering from economic neglect and population stagnation. The long misrule of the current baroness, Francesca Kwang, has little chance of reversing the situation.

Lilith remains a destination for the adventurous who need little logistical support when undertaking expeditions into the spectacular jungles, mountains and deserts of the planet's three massive and nearly unpopulated continents. Lilith plays little part in the prosperity of the Duchy of Mapepire, beside the role of bad example, a cautionary tale of misfortune and mismanagement.

MAPEPIRE BALSAYN

Mapepire Balsayn is the capital of the Duchy of Mapepire. It consists of habitats built or carved from the rings of Arima, a small gas giant that orbits just inside the jump shadow of one component of a red dwarf binary system. Seven huge habitats account for 60% of the 700 million inhabitants in the system. The largest habitat is Scarboro, a hollow moonlet 20 kilometres long and six kilometres in diameter spun to produce artificial gravity of 0.75 standard. Following Scarboro in orbit is Port Balsayn, the starport and main shipyard of the system, a two-kilometre diameter artificial sphere with numerous ledges and protrusions. More spectacular is the duchess's seat of power, the Fractal Palace habitat, a sprawling complex of crystalline towers, domes and platforms set atop a three-kilometre long natural moonlet that carves a gap in the icy rings of Arima. Dozens of smaller habitats, shipyards, factories and military bases populate the ring system and seven small moons.

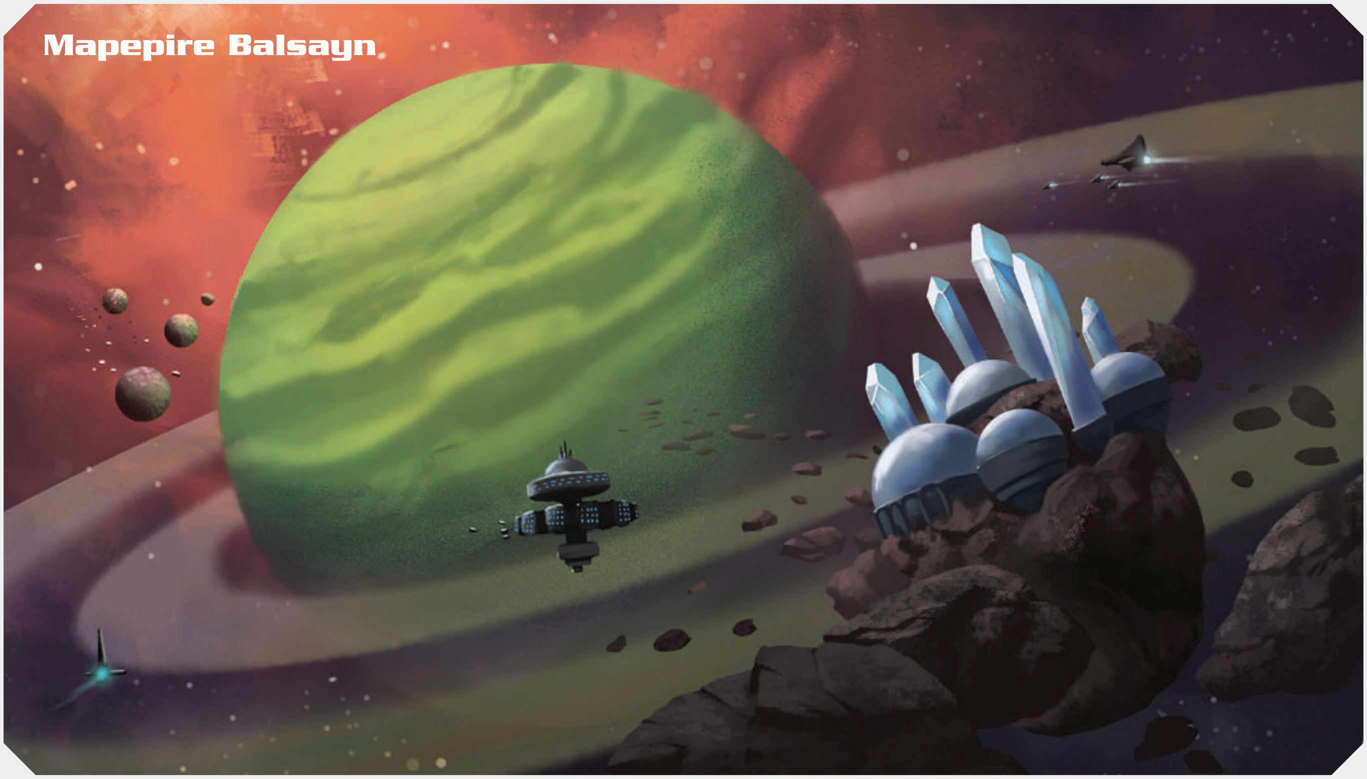
The system now named Mapepire Balsayn was once called Dash, named after a desolate world in orbit around the further component of the red dwarf binary. The system was never permanently inhabited prior to the arrival of the pirate captain Mapepire Balsayn and his crew in 638. Balsayn built his first base into an icy moonlet within Arima's rings and used this secret base to begin raids against local worlds and shipping. By 645, a fleet of seven ships operated out of the base and construction had begun on what would eventually become Scarboro Habitat. As Balsayn gathered wealth and supporters and a certain level of legitimacy as the 'protector' of a half dozen worlds of the cluster, Scarboro became an acknowledged freeport and by 660 had acquired a shipyard and growing startown district. In 672, Mapepire Balsayn declared himself Duke Mapepire, naming the system, ring and government after himself. The population of his capital system exceeded one million scattered across 11 major habitats and installations by the time of Mapepire's abdication in favour of his daughter Antionette Balsayn in 703.

Across the next four centuries and 12 rulers from the Balsayn family, additional habitats sprouted in the rings. Research and government institutions drove innovation and culture. Wealth from trade – and some claim piracy – brought prosperity to the ring system, cementing its role as the capital and cultural heart of the Duchy of Mapepire.

Mapepire Balsayn is ruled by the Twelfth Duchess Balysan, Arabellatra Venes-Kincaid-Balsayn. Government is organised in a feudal hierarchy consisting of her extended family of more than 2,000 members, of which a third are actively involved in public administration with varying degrees of competence and interest. Each of the seven major habitats is ruled by a lord protector of the Balsayn clan, appointed by and accountable to the duchess herself. The starport and the Fractal Palace are directly ruled by the duchess and her seneschals.

Citizens of the habitats and installations of the Mapepire Balsayn system have well-protected civil rights to property and privacy but free speech – especially speech critical of the duchess or her family – is curtailed. Public assembly and demonstrations in opposition to the government or its policies are not tolerated once they reach a level that irritates the duchess, although fines and house arrest are more typical penalties than incarceration or violent suppression.

Each habitat has developed its own subculture over the centuries. Both Scarboro and the Fractal Palace are widely known for their art scenes, museums and musical venues, which attract artists and connoisseurs from as far away as the Third Imperium. Although the habitats of Mapepire Balsayn are home to the rich elite of the duchy and enjoy some of the highest technological infrastructure in the sector, inequality is evident among the populace. A large portion of citizens rely on a basic wage as their major source of income. Violent crime is rare in the ring system but corruption, elitism and favouritism blunt some of the world's potential.

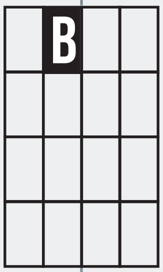


LIBERTY HALL

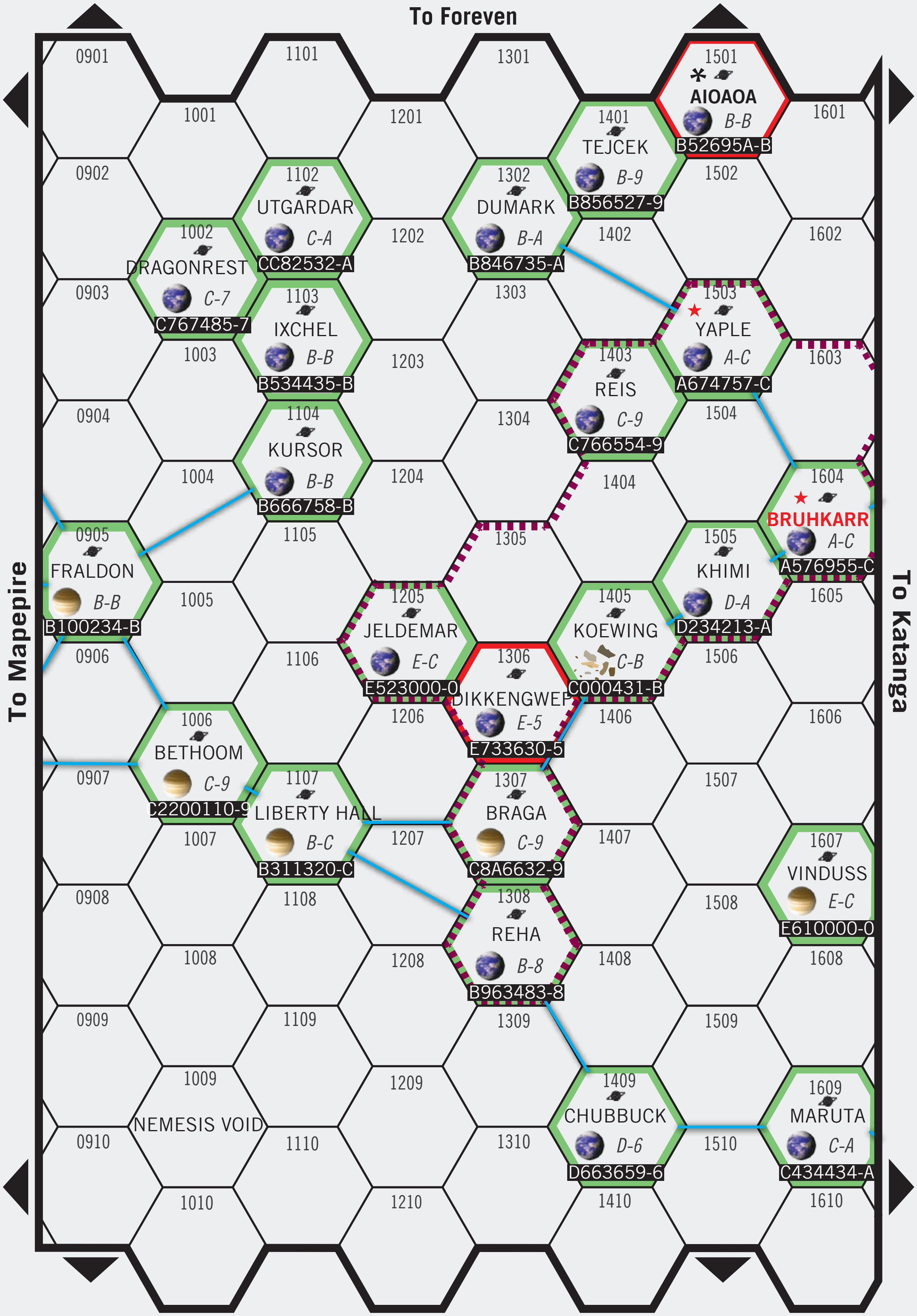
The Liberty Hall subsector consists of 22 systems with a total population of 10.2 billion sentients, approximately half of whom are Aslan residents of isolationist Aioaoa and nearly all the rest are human citizens of the nine systems of the Principality of Bruhkarr. The freeport at Liberty Hall has a wider and wilder reputation than its true nature supports and therefore lends its name to this distant subsector on Third Imperium charts.

The interdicted world of Dikkengwep is home to the subterranean xenophobic worm-like Ewurmer race. The Principality of Bruhkarr mains a small covert research installation on the planet and maintains a strict interdiction, allowing refuelling only at the system's outer small gas giant.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Aioaoa	1501	ACS	B52695A-B	Hi In	R		G
Bethoom	1006		C200110-9	Lo Va			G
Braga	1307		C8A6632-9	Fl Ni		Principality of Bruhkarr	
Bruhkarr	1604	N	A576955-C	Hi Ht In		Principality of Bruhkarr	G
Chubbuck	1409		D663659-6	Ni Ri			G
Dikkengwep	1306		E733630-5	Lt Na Ni Po	R	Principality of Bruhkarr	G
Dragonrest	1002		C767485-7	Ga Ni			G
Dumark	1302		B846735-A	Ag			G
Fraldon	0905		B100234-B	Lo Va			G
Ixchel	1103		B534435-B	Ni			G
Jeldemar	1205		E523000-0	Ba Po		Principality of Bruhkarr	G
Khimi	1505		D234213-A	Lo		Principality of Bruhkarr	G
Koewing	1405		C000431-B	As Ni Va		Principality of Bruhkarr	G
Kursor	1104		B666758-B	Ag Ga Ri			G
Liberty Hall	1107		B311320-C	Ht Ic Lo			G
Maruta	1609		C434434-A	Ni			G
Reha	1308		B963483-8	Ni		Principality of Bruhkarr	G
Reis	1403		C766554-9	Ag Ga Ni		Principality of Bruhkarr	G
Tejcek	1401		B856527-9	Ag Ga Ni			G
Utgardar	1102		CC82532-A	Ni			G
Vinduss	1607		E610000-0	Ba			
Yaple	1503	N	A674757-C	Ag Ht		Principality of Bruhkarr	



LIBERTY HALL SUBSECTOR


To Foreven
To Freya
To Mapepire
To Katanga
0901
0902
0903
0904
0905
FRALDON
B-B
B100234-B
0906
0907
0908
0909
0910
1001
1002
DRAGONREST
C-7
C767485-7
1003
1004
1005
1006
BETHOOM
C-9
C2200110-9
1007
1008
1009
NEMESIS VOID
1010
1101
1102
UTGARDAR
C-A
CC82532-A
1103
IXCHEL
B-B
B534435-B
1104
KURSOR
B-B
B666758-B
1105
1106
1107
LIBERTY HALL
B-C
B311320-C
1108
1109
1110
1201
1202
1203
1204
1205
JELDEMAR
E-C
E523000-0
1206
1207
1208
1209
1210
1301
1302
DUMARK
B-A
B846735-A
1303
1304
1305
1306
DIKKENGWEP
E-5
E733630-5
1307
BRAGA
C-9
C8A6632-9
1308
REHA
B-8
B963483-8
1309
1310
1401
TEJCEK
B-9
B856527-9
1402
1403
REIS
C-9
C766554-9
1404
1405
KOEWING
C-B
C000431-B
1406
1407
1408
1409
CHUBBUCK
D-6
D663659-6
1410
1501
*
AIOAOA
B-B
B52695A-B
1502
1503
★
YAPLE
A-C
A674757-C
1504
1505
KHIMI
D-A
D234213-A
1506
1507
1508
1509
1510
1601
1602
1603
1604
★
BRUHKARR
A-C
A576955-C
1605
1606
1607
VINDUSS
E-C
E610000-0
1608
1609
MARUTA
C-A
C434434-A
1610

Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base

🟩 Secure System
🟥 Red Zone
X-boat Route
Trade Route

Asteroids (no atmosphere/water)
● Planet (dry)
● Planet (water present)
▪▪▪▪▪ Principality of Brunkarr

AIOAOA

Aioaoa is a young inhospitable world with primitive life and rampant volcanic activity. For the past 1,000 years it has been home to the 'deviant' Aioaoa clan of Aslan who do not welcome visitors.

Aioaoa is a clan name, only incidentally a world name. The clan adheres to the radical belief that territory is a distraction from the proper focus of an Aslan's life: honour. The Aioaoa were not considered aberrant because of their belief in honour but for their philosophy of holding all territory in common; the entire clan owns the world of Aioaoa and all land upon it. No family or individual can claim territory or maintain possessions greater than their need. This belief did not result in peace among the Aioaoa, for hyper focus on honour led to constant duelling triggered by the smallest slight or any deviation from increasingly intricate formal codes of behaviour.

The aberrant beliefs and consequences of their philosophy caused the Aioaoa to be expelled early during the Aslan Kinstrife. After being hounded from two previous homeworlds, they established themselves on Aioaoa in 80, when nearby Bruhkarr was a tiny state of three lightly populated systems.

Raids by other clans caused the Aioaoa to fortify their system. For the past 1,000 years, all attempts to visit the world have been met by swarms of fighters supported by heavily armoured asteroid-hull monitors armed with particle accelerator spinal guns. Neither world, gas giants, nor asteroid belts are considered available for refuelling.

BRUHKARR

Bruhkarr is the fourth world of a yellow G3-type star very similar to Sol. Despite the world's small size, a large iron core provides a strong magnetic field and a gravity of 0.76 standard, supporting an atmosphere, hydrosphere and biosphere once similar to Terra. As such, it was an attractive target for Countess Fatima to choose as the home of her exiled House Bruhkarr when she and her followers arrived from Albe in -123. At the time the entire subsector was unsettled by Humaniti and Bruhkarr became the capital of the Principality of the same name, forming the industrial heart of the small interstellar state.

The House of Bruhkarr owned most heavy industry on Bruhkarr and the rulers were more concerned with growth than environmental factors. Over many centuries, the world's economy prospered, becoming an exporter of technology to neighbouring systems as far away as Stormhaven but as the people prospered, the world suffered. What was once a smaller twin of preindustrial Terra became a reflection of 21st century Terra at the worst period of its industrialisation. Only after 894 when Rashid II was frozen at the start of the ongoing regency did the environmental decline begin to reverse itself.

Successive regents not only turned over the management of industry to professionals but enacted economic regulations forcing heavy industry into space and spent the dividends from corporate operations on beginning to reclaim the damaged environment. Still, the world will need centuries to fully heal from its period of industrial exploitation.

Two natural moons, the inner a dwarf planet-sized sphere, the outer an irregular captured asteroid, circle the world. In addition, more than 50 artificial moons, some tens of kilometres across, light up the night sky. These habitats and stations house manufacturing factories and shipyards exporting goods across the sector and into Foreven and the Vanguard Reaches.

The people of Bruhkarr share in this wealth. Per capita, it is the richest world in The Beyond and while income equality could use improvement, none go hungry. Unlike worlds such as Corella and Mapepire Balsayn, the lower classes are not fully protected by a basic income scheme with no prerequisites but the Bruhkarri have a strong social safety net and all are encouraged to perform 'meaningful work' with at least some economic, artistic or social merit.

LIBERTY HALL

The Freeport of Liberty Hall has been in operation for more than 400 years. In the Third Imperium, Liberty Hall has a greater-than-life reputation as a notorious lair of pirates and cutthroats, preying on ships across four sectors. In reality, while a criminal element does exist, the Freeport would never survive so close to civilised states without at least a local reputation as a legitimate port and trade centre.

The mostly subterranean Freeport is built into a crater rim on its moon. Liberty Hall orbits the small gas giant Hancock, which resides inside the 100-diameter stellar jump shadow of a red dwarf star. The moon's crust is a mixture of rock and ice, with a considerable layer of slushy water 50 kilometres below the surface. Volcanic activity and large impacts have driven some of this water ice to the surface, creating patches and valleys filled with readily recoverable ice deposits. Two kilometres below the ridge occupied by Freeport, the floor of Paine Crater was once filled with water ice. Centuries of harvesting has removed most of the ice but a substantial reservoir exists just beneath the surface. A full light-second distant from the port, the pale blue and green striped sphere of Hancock hangs perpetually on the horizon.

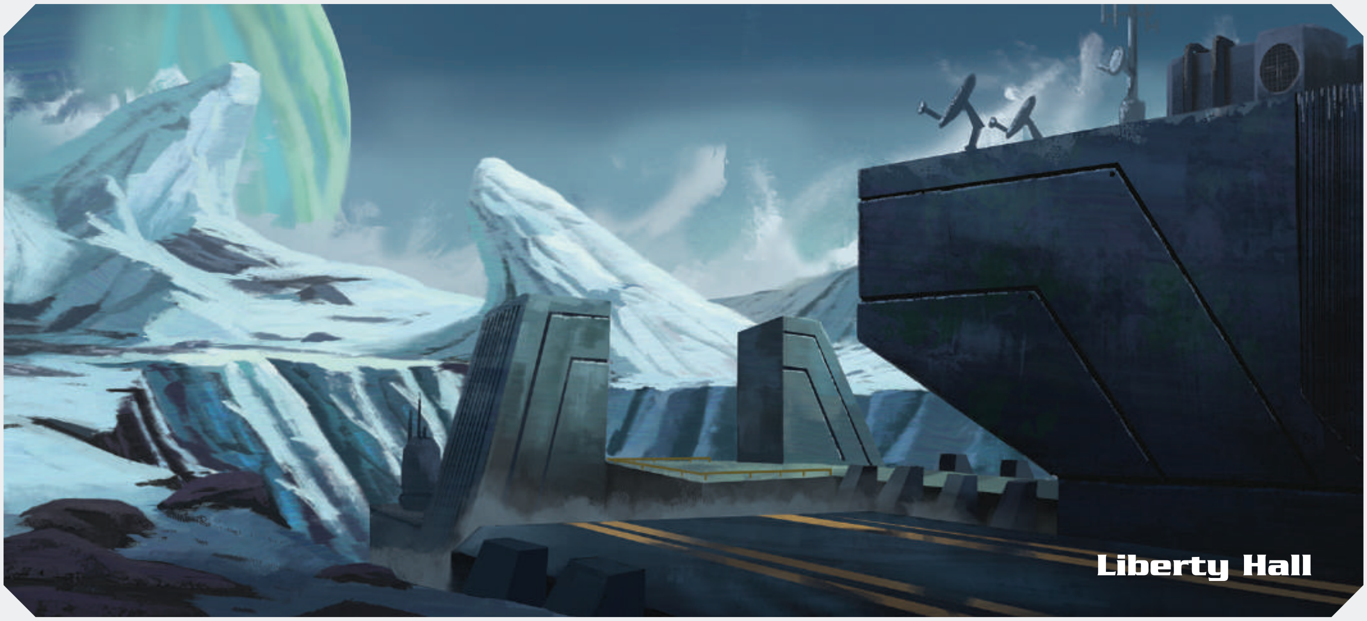
Liberty Hall originated in the early 700s century as a disreputable refuelling depot for ships operating beyond the borders and patrol ranges of both the Corellan League and the Principality of Bruhkarr. By 724 permanent structures and fuelling pads existed and charts began to designate it as a Class D starport. The cartel of entrepreneurs who ran the earlier port were notorious – some pirates with outstanding warrants from multiple governments – but they advertised the Liberty Hall system as a freeport protected from pirate activity, encouraging even legitimate trading ships to utilise the port as an alternative to wilderness refuelling.

Over the centuries Freeport has shed or hidden its disreputable operations, although the tainted reputation persists. The lack of formal regulations allows ships of dubious origin and crews of less than upstanding citizens to enter and exit freely. After a raid by Bruhkarri forces in 896 resulting in heavy losses to both the invading force and system defence squadrons, the guarantee of safe passage for all ships – backed by a strong system defence presence – has been enough to prevent further attempts by the Principality to curtail operations.

By 950 Liberty Hall had achieved all the characteristics of a Class B starport. Although unable to manufacture starships, Liberty Hall's four private shipyards can manufacture spacecraft and perform repairs and modifications on starships. The famed Total Eclipse Yard has four construction bays dedicated to the production of ships up to 400-ton displacement and a backlog of three to five years.

Liberty Hall is officially a participatory democracy, with all matters voted upon by the 6,000 citizens of Freeport. Citizenship is only given to those who have resided at the port for at least four years and can demonstrate financial independence. The true 'permanent population' is closer to 50,000 and another 10,000 consider Liberty Hall to be their home despite spending much of their time elsewhere. While all citizens have a theoretically equal share of power, the seven-member Standing Committee proposes all legislation and appoints managers who run the port and administer the civil services required to make the installation function. The members of the Standing Committee are all descendants of the original founders of Freeport and only they appoint new members when a vacancy occurs.

Despite a paucity of formal regulation, a near instant legal system encourages good behaviour with a heavily armed police and strict, clearly applied laws. Criminal penalties are determined by a randomly selected (and mandatory) jury with the power to investigate crimes and subpoena witnesses. Besides a codified list of monetary penalties, serious crimes can carry only three types of punishment: House Arrest – confinement to residence or ship for a fixed duration, Exile – banishment for 1 or 10 or 100 years, or Death By Airlock – a penalty serving to reinforce the mystique of Liberty Hall's past.


Liberty Hall

KATANGA

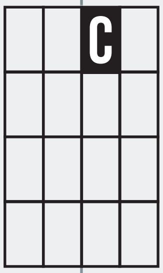
Katanga consists of 22 systems with a total population of 2.5 billion inhabitants, with only the Aslan and Vargr populations of Tartakover comprising a significant non-human element. With the exceptions of Yangikent and Tartakover, most of the subsector was settled from Bruhkarr between 400 and 615 or during the past three centuries by corporations to support trade routes.

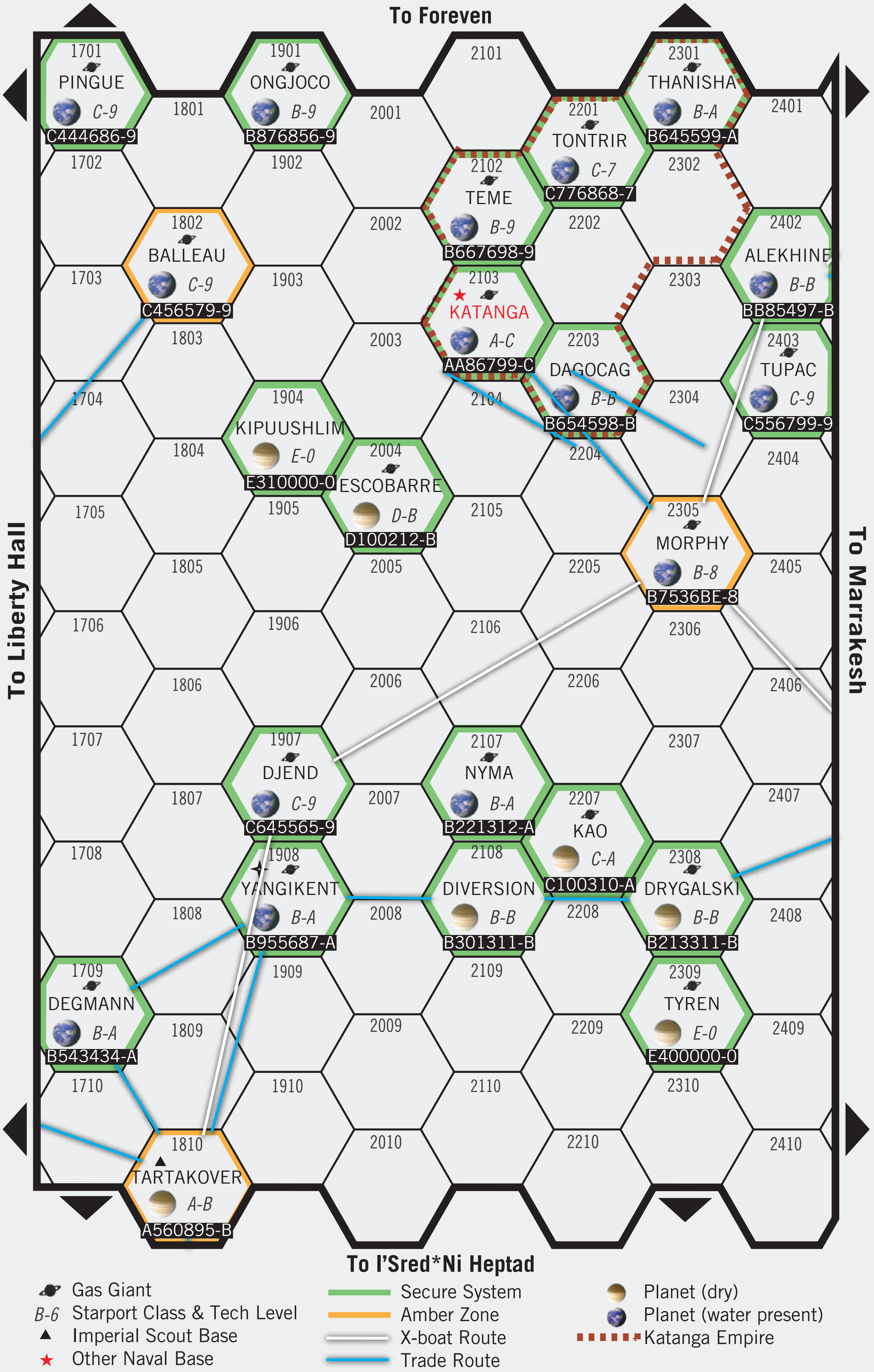
The only viable commercial two-parsec route between the Third Imperium and the Corellan League crosses the subsector, running through Drygalski, Diversion, Yangikent and Degmann to Tartakover. The starports at Drygalski and Diversion were constructed by the General Development Corporation (GeDeCo) in the mid-900s in an abortive attempt to increase trade with the Corellan League after the collapse of Imperial-Bruhkarri relations. The two ports are both built into ice-laden crater walls and fortified against attacks. They are Class B ports in name only, as their shipyards lack the personnel or equipment to construct ships larger than 400 tons except as special orders with lengthy lead times. The port at Degmann is a full-service orbital Class B starport with some ground facilities built by a group of investors from Tartakover.

Two systems remain uninhabited and unclaimed. The Kipuushlim system contains a red dwarf pair and a large number of asteroids and small worlds, none with a ready source of fuel or valuable source of minerals. Tyren is the other uninhabited system, also centred on a pair of red dwarfs, but with a large gas giant whose eccentric orbit and strong radiation belts discourage its use as a refuelling stop. At various times both of these systems have been home to failed mining efforts or notorious pirate bands but they proved ideal for neither of these purposes.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Alekhine	2402		BB85497-B	Ni			
Balleau	1802		C456579-9	Ag Ni	A		G
Dagocag	2203		B654598-B	Ag Ni		Katanga Empire	
Degmann	1709		B543434-A	Ni Po			G
Diversion	2108		B301311-B	Ic Lo Va			
Djend	1907		C645565-9	Ag Ni			G
Drygalski	2308		B213311-B	Ic Lo			G
Escobarre	2004		D100212-B	Lo Va			G
Kao	2207		C100310-A	Lo Va			G
Katanga	2103	N	AA86799-C	Ag Ht Ri		Katanga Empire	G
Kipuushlim	1904		E310000-0	Ba			
Morphy	2305		B7536BE-8	Ni Po	A		G
Nyma	2107		B221312-A	Lo Po			G
Ongjoco	1901		B876856-9				G
Pingue	1701		C444686-9	Ag Ni			G
Tartakover	1810	S	A560895-B	De Ri	A	Imperium	
Teme	2102		B667698-9	Ag Ga Ni Ri		Katanga Empire	G
Thanisha	2301		B645599-A	Ag Ni		Katanga Empire	G
Tontrir	2201		C776868-7			Katanga Empire	G
Tupac	2403		C556799-9	Ag			G
Tyren	2309		E400000-0	Ba Va			G
Yangikent	1908	M	B955687-A	Ag Ni			G

KATANGA SUBSECTOR




To Foreven
To Liberty Hall
To Marrakesh
To I'Sred*Ni Heptad
1701
PINGUE
C-9
C444686-9
1702
1703
1704
1705
1706
1707
1708
1709
DEGMANN
B-A
B543434-A
1710
1801
1802
BALLEAU
C-9
C456579-9
1803
1804
1805
1806
1807
1808
1809
1810
TARTAKOVER
A-B
A560895-B
1901
ONGJOCO
B-9
B876856-9
1902
1903
1904
KIPUUSHLIM
E-0
E310000-0
1905
1906
1907
DJEND
C-9
C645565-9
1908
YANGIKENT
B-A
B955687-A
1909
1910
2001
2002
2003
2004
ESCOBARRE
D-B
D100212-B
2005
2006
2007
2008
2009
2010
2101
2102
TEME
B-9
B667698-9
2103
KATANGA
A-C
AA86799-C
2104
2105
2106
2107
NYMA
B-A
B221312-A
2108
DIVERSION
B-B
B301311-B
2109
2110
2201
TONTRIR
C-7
C776868-7
2202
2203
DAGOCAG
B-B
B654598-B
2204
2205
2206
2207
KAO
C-A
C100310-A
2208
2209
2210
2301
THANISHA
B-A
B645599-A
2302
2303
2304
2305
MORPHY
B-8
B7536BE-8
2306
2307
2308
DRYGALSKI
B-B
B213311-B
2309
TYREN
E-0
E400000-0
2310
2401
2402
ALEKHINE
B-B
BB85497-B
2403
TUPAC
C-9
C556799-9
2404
2405
2406
2407
2408
2409
2410
Gas Giant
B-6 Starport Class & Tech Level
▲ Imperial Scout Base
★ Other Naval Base
Secure System
Amber Zone
X-boat Route
Trade Route
Planet (dry)
Planet (water present)
Katanga Empire

BALLEAU

The world of Balleau is the largest moon of a small gas giant in orbit around an F7-type main sequence star. A quarter billion years ago, the star's larger binary companion swelled into a red giant and then 50 million years later collapsed into a white dwarf. Those events led to a reorganisation of the worlds of the star system, eventually transforming Balleau from a cold world with primitive life into a temperature world with evolving life that generated enough atmospheric oxygen to become suitable for human colonisation.

The first colonists arrived from Bruhkarr in 580, establishing an agricultural settlement to support a rudimentary starport for the jump-3 route between Bruhkarr and Katanga. When Katanga and many other worlds seceded from the Principality of Bruhkarr decades later, the populace of Balleau underwent a schism that has persisted to current times. Factions support Bruhkarr, Katanga or a fierce independence from outside interference.

The schism was first addressed by migrations of the various factions to separate regions across the planetward facing main continent of the moon. Only a neutral faction remained in control of the starport facility, promising open access to all. The starport faction – the Startowners – has upheld this agreement for nearly five centuries and they continue to maintain a Class C downport with decent technologies and facilities. Security is tight, with no weapons allowed in either the startown or starport.

Outside the immediate vicinity of the port, eight major factions spent centuries engaged in sporadic warfare from fortress-like towns. With indigenous TL6 manufacturing capabilities and few imported items, technology is lower in these towns.

In the past three decades, both Katanga and Bruhkarr have provided equipment and technical support to allied factions, hoping to unify the world in favour of their interstellar state or at least to prevent the other from achieving this advantage. This has increased the level of violence on the moon, with skirmishes and raids between factions becoming a common occurrence. Beyond the startown's region of control, much of Balleau has been in a state of civil war for more than 25 years. Strangers are assumed by all sides – even the isolationists – to be spies from the opposition and often shot on sight. The economy has suffered even at the starport, as few goods are transhiped between Bruhkarr and Katanga. Patrols from both star nations occupy the skies above, interdicting smugglers bound for unfriendly factions. The situation on Balleau risks sparking a war between the two interstellar states and no outside parties have shown any interest in mediating or deescalating the conflict.

KATANGA

A large temperate world orbiting a stable G3-type main sequence star, Katanga would be perfect if not for its gravity of 1.41 standard and powerful storms driven by a dense atmosphere. Despite these detriments, Bruhkarri settlers arrived at the world in 439. Many chose its familiar and clement surface over worlds in neighbouring systems like Teme, a pleasant lower gravity agricultural world with strange seasons from an extreme axial tilt as it completes a short year in orbit around a pair of red dwarfs, or Dagocag, whose two polar agricultural regions are separated by a vast scorching band of desert badlands.

Many say the high gravity makes the Katangans surly. This was certainly true when they seceded from the Principality of Bruhkarr in 618 to form the Katanga Free State. That representative democracy lasted only four years until protests against even such mild government led to the formation of the Katanga Peoples Combine, an experiment in direct democracy, which descended into mob rule. Chaos ended in 630 when General Javin Oresta seized control and declared himself Emperor Javin I after a questionable plebiscite the following year.

Javin went on to conquer four surrounding systems and establish the Katanga Empire. His centralised government devolved under his successors into a vast bureaucracy of ministries named 'Instruments' who enforce layers of regulations with staffs swollen by patronage. Current Emperor Javin VII lives in a grand palace isolated from governmental duties, his subjects and half the gravity of his homeworld, seemingly oblivious to the functioning of his government.

Katangan society functions despite its bureaucracy, with the informal economy, rampant bribery and petty corruption somehow stabilising in an equilibrium where what needs to get done happens, although not in any manner matching the law. Psionics is not technically illegal on Katanga, although its instruction and use are highly regulated and its practice considered suspect by most citizens.

Katanga is a militarised society, at least in comparison to Bruhkarr. Most Katangan serve a brief stint in the local Instrument of Public Order paramilitary police force, either as conscripts or in a part-time reserve role. Others serve in the local Instrument of Planetary Defence (army) or in the Instrument of Interstellar Power Protection (navy), which maintains a strong force at its geostationary orbital fortress above Katanga.

CREATING KATANGAN TRAVELLERS

Natives of Katanga are fully human but their environment and culture deviate from human norms in certain ways. These rules only apply to persons born and raised on Katanga, not other worlds in the Empire.

Characteristics
Katangan Travellers have the following modifiers applied to their characteristics: STR+1, DEX-1, END+1.

Traits
Katangan Travellers all possess the following traits:
Heavy Worlder Aging: In addition to characteristics modifiers, Katangans suffer DM-1 on all aging rolls, even if they move away from Katanga as an adult.
Katangan Culture: On all interpersonal checks, Katangans receive DM+1 if dealing with familiar people, whether of their own culture or long-term associates, Contacts or Allies, but suffer DM-1 on interpersonal checks with unfamiliar people or cultures. In the case of Persuade checks involving intimidation or bribery, Katangans always receive DM+1. A Referee may deem a Katangan who has spent several terms in careers away from Katanga may avoid the penalty but the bonus for checks with familiar people remains.

Careers
For the first term of character generation, all Katangans are subject to the Draft table on page 18 of the *Traveller Core Rulebook* but treat results of Scout as Navy and results of Merchant as Agent. A Katangan can attempt to avoid the draft on SOC 8+ and may choose to make this roll after determining the draft result. The term and career spent in the draft does not cause a negative DM for subsequent career or pre-career attempts.

Katangan society emphasises close ties within communities and self-reliance. Family and friends are treated warmly, outsiders with taciturn suspicion. Despite a reputation for violence, the most likely reaction from an offended Katangan is not a punch to the face but an intimidating cold stare.

TARTAKOVER

Within the Third Imperium, Tartakover is known as a motley lawless desert world at the end of the x-boat line. This is only somewhat accurate. The world hosts the furthest permanent Imperial Interstellar Scout Service base to maintain a courier office. Also, Tartakover is a 1,000-year-old trading centre with a rich multi-cultural history, including significant minorities of Aslan and Vargr citizens. It is not technically lawless, although levels of violence are high enough to earn the world an Amber Zone designation.

Despite being theoretically located in the centre of the habitable zone of a G2-type main sequence star, Tartakover is a desert world with nothing more than seasonal rivers and small lakes on its surface. At some earlier point in the system's history, a close encounter with another star disrupted the entire system, removing any gas giants or significant planetoids and leaving 12 rocky worlds in eccentric orbits. An occasional comet from a sparse and distorted Oort cloud traverses the system but for fuel a visitor has little choice but to visit Tartakover's sprawling orbital or surface starport facilities.

The world's atmosphere is breathable, supported by an ecosystem of hardy microbes coating the surfaces of rocky deserts and eroded mountain ranges. With an insignificant axial tilt, it is the rather eccentric orbit carrying the world to the extremes of the habitable zone that accounts for much of the seasonal variation in temperatures. Strong cyclonic storms cross vast deserts during the summer months, restricting most of the population to the parched land in the shadow of ancient mountain ranges. Water is mostly pulled from the air in large vaporator farms.

For the first 500 years of its existence, Tartakover was known as Waypoint and was a member of the Corellan League. Originally settled in -104 as a forward trade post between the League and human colonies at Bruhkarr and Yangikent, Waypoint soon attracted traders from Thoznaen, Floria, the Hierate and even the occasional Sred*Ni visitor. In 420, the world took advantage of chaos within the League when the leader of the local Broker's Guild, Aaron Tartakover, convinced Alberto Rannvik – the solitary Third Imperium consular official on the planet – to accept the world as a client state. Within five years, the IISS had established an outpost, the planet had been re-named Tartakover and the obscure consular officer, better known as the architect of the Peace of Kaiear, had been granted a barony and assigned as ambassador to the entire sector. Over the subsequent centuries Tartakover's open immigration policy has significantly expanded a population now including hundreds of millions of Aslan and tens of millions of Vargr in addition to at least a dozen Minor Races and even an enclave of Hivers.

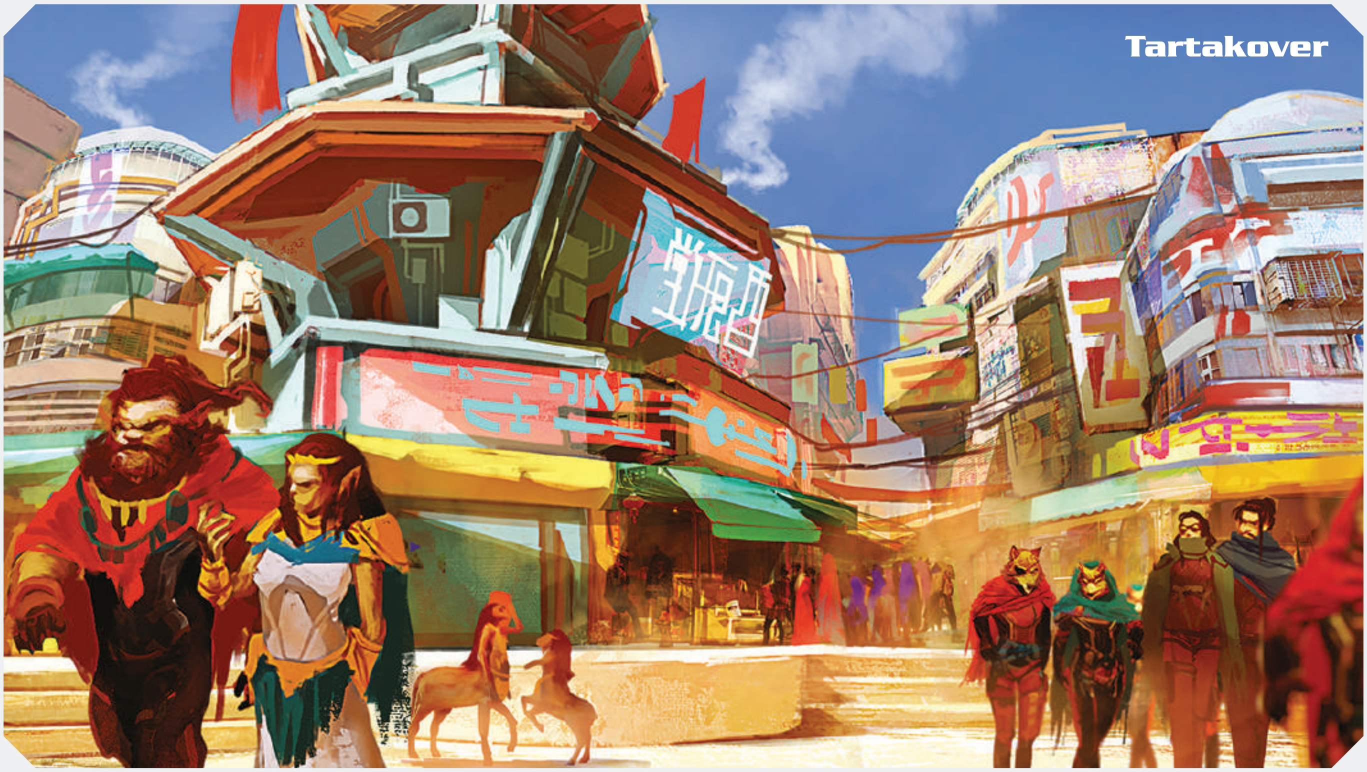
The government of Tartakover evolved from the guilds of Waypoint and its Starport Authority bureaucracy. The current 'Operating Agreement', which serves as the constitution of Tartakover dates to 447 but has evolved through a series of amendments that have granted powers to and placed checks on many interest groups. The 63-member Coordinating Committee is the arbiter of executive and judicial affairs and consists of members appointed by various guilds, corporations, unions, clans and municipal committees. Laws are not particularly strict but often obscure and guilt can be determined more by influence than evidence. The citizens of Tartakover identify more with interest groups than the central government. With a weak police force and a military concerned with external threats from space, not internal threats on the ground, conflicts between special interests can take the form of low-level gang warfare.

At the insistence of the four major Aslan clans on the world, duelling is legal and more controlled forms of Aslan warfare – including assassinations and limited wars staged in the desolate desert regions – are tolerated by the central government. While offworlders are rarely targeted by local factions, they can be caught in the crossfire or become embroiled in the legal system as pawns in some greater struggle between groups. As a result, the Traveller's Aid Society has designated the world an Amber Zone.

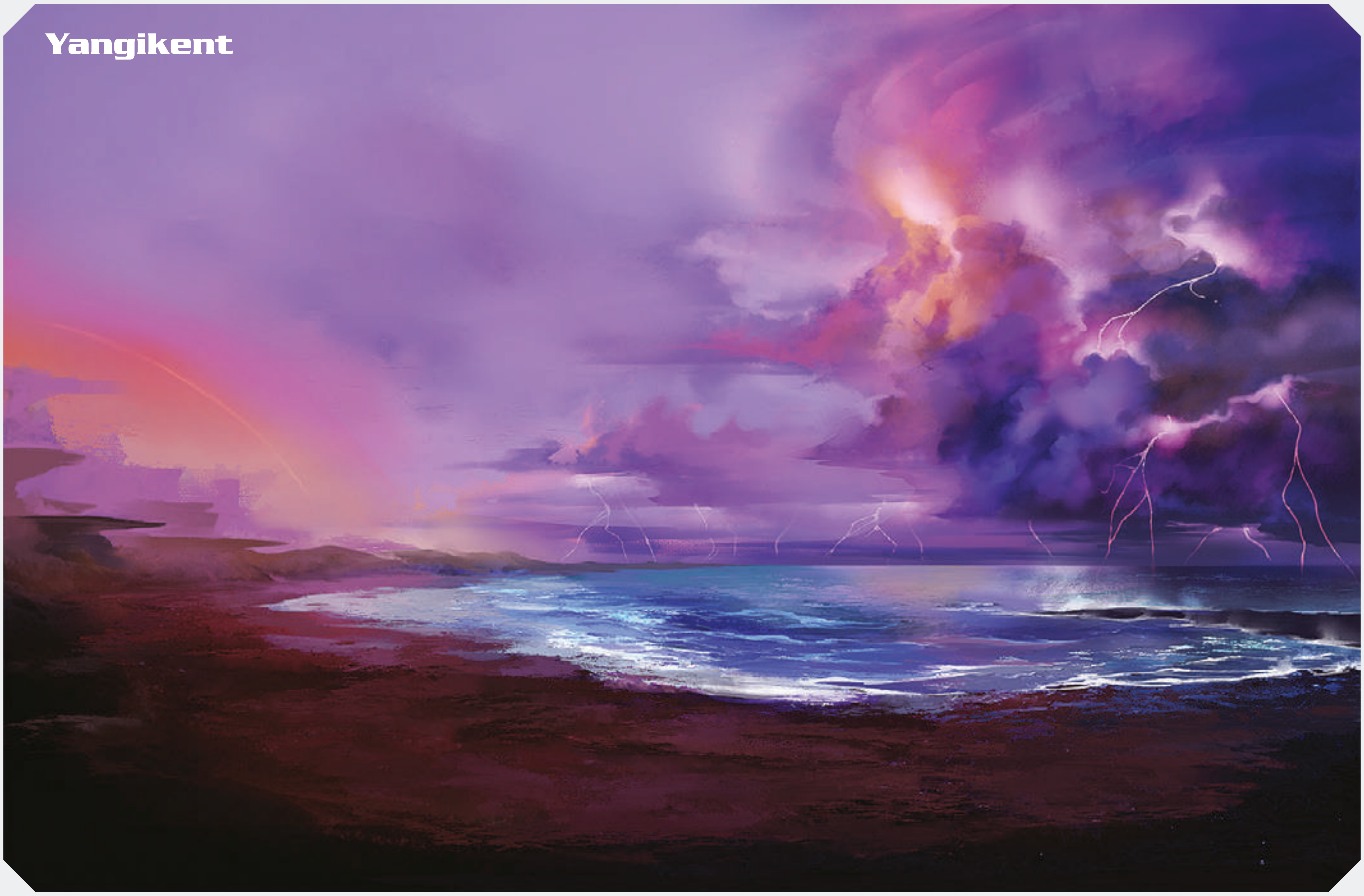
YANGIKENT

A fiercely independent world, Yangikent has been settled since the fall of the Sindalian Empire. Oppression of the native Gmina population has given the world and its people a negative reputation, but if anything it has made the 'Yangi' – as the local humans are known – more self-reliant and sensitive to slights.

Yangikent is a large twilight world in tight orbit around a red dwarf star. The dense world has a gravity of 1.19 standard but eons of stellar activity have eroded the atmosphere to the point where it is barely breathable. A perpetual storm covers the ocean of the bright face and all Yangi inhabit the Astana peninsula of the dark face, a continent that protrudes into the twilight zone. The native Gmina are restricted to three reservations in distant dry valleys and mesas where the red sun barely lightens the horizon.



Yangikent



Sindalian refugees from the final days of the Empire settled Yangikent in -1408. Yangi legends claim the original colonists had sought to settle on Corella but were rebuffed, although the Corellan League has no record of this. In any case, a battered converted troop transport set down on the twilight steppes of Yangikent even as its lifters began to fail. The remains of the ship still form part of the old town in the capital city of Akmola.

It was a generation before the settlers realised they shared the planet with the native Gmina. An expedition to establish a new settlement in a fertile valley was attacked by tailless scorpion-like creatures armed with spears and bows. This began an antagonistic relationship and within two centuries the Gmina population was decimated and reduced to reservations on marginal semi-arid lands.

More cordial and better documented contact with the Corellan League grew after -1100 but distance limited trade. In the 100s Yangikent reacquired gravitic and jump knowledge, not from Corella or Bruhkarr but from a captured corsair out of Thoznaen. Never very populous but almost pathologically self-reliant, the Yangi established a colony on neighbouring Djend in 455 and maintained good relations with the Third Imperium, mainly to counter Bruhkarri influence. After the Principality of Bruhkarr ended its client state relationship with the Third Imperium in 984, Yangikent spent the next 100 years in negotiations with the Third Imperium but the world has not acquiesced to formal client state status, although it allows IISS couriers to traverse the Djend system en route to Tartakover.

The Yangi are a law-abiding, traditional people, suspicious of outsiders and intolerant of criticism from those who have not experienced life on their world. Much of the population lives in agricultural regions, exposed to constant twilight and periodic rains from the ocean of the bright face. By law, all Yangi are entitled to enough agricultural land to sustain their families. Large commercial agricultural concerns are discouraged. Local law enforcement is restricted to nonlethal weaponry. The only armed forces outside the Space Defence Force are the paramilitary Rangers, who keep the Gmina confined to their reservation with lethal force. Outside criticism of the treatment the Gmina is met by at least verbal hostility and commonly by revocation of visas.

MARRAKESH

Marrakesh consists of 21 systems with a total population of 4.7 billion sentients including more than a half billion Vargr. The subsector is home to a small Aslan settlement and to the human Mal'Gnar on Mal'Gnar El – also home to a Chirper population.

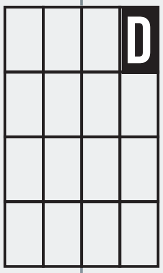
This region of The Beyond is closest to the Third Imperium, which rules most of the Five Sisters subsector of the Spinward Marches. No interstellar states exist in this region and Imperial Navy patrols often sweep the subsector on training or piracy suppression missions out of the small naval base at Iniidez. The Islamic Republic of Marrakesh gives the subsector its name and is its most populous world.

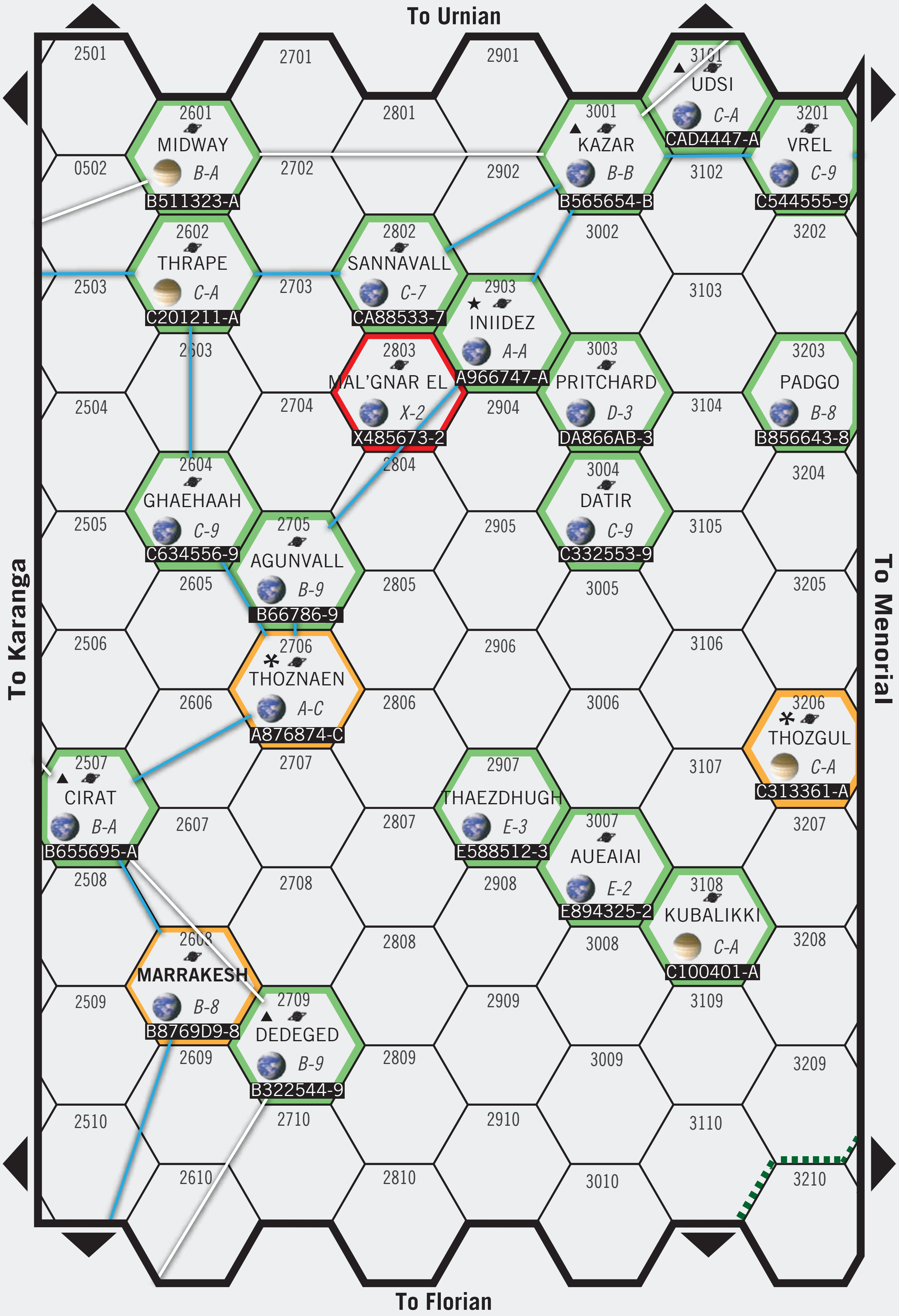
Trade missions to this world are often plagued by piracy emanating from Thoznaen, one of the only Vargr-dominated worlds in The Beyond.

Traders and adventurers in Marrakesh are more successful when travelling in armed vessels or convoys with paramilitary escorts. Some more adventurous Travellers cross the subsector on jump-2 trade routes to spinward to reach Katanga, Bruhkarr, the Mapepire Cluster or the Corellan League. Others head rimward across jump-3 routes toward the Monarchy of Lod and the Florian League, or beyond towards Aslan space, but in general the subsector is more a barrier than a conduit for trade.

Name	Location	Bases	Statistics	Trade Codes	Travel Zones	Allegiance	Gas Giants
Agunvall	2705		B665786-9	Ag Ga Ri			G
Aueaiai	3007		E894325-2	Lo Lt			G
Cirat	2507	S	B655695-A	Ag Ga Ni		Imperium	G
Datir	3004		C332553-9	Ni Po			G
Dedeged	2709	S	B322544-9	Ni Po		Imperium	G
Ghaehaah	2604		C634556-9	Ni			G
Iniidez	2903	N	A966747-A	Ag Ri		Imperium	G
Kazar	3001	S	B565654-B	Ag Ni Ri		Imperium	G
Kubalikki	3108		C100401-A	Ni Va			G
Mal'Gnar El	2803		X485673-2	Ag Lt Ni Ri	R		G
Marrakesh	2608		B8769D9-8	Hi In	A		G
Midway	2601		B511323-A	Ic Lo			G
Padgo	3203		B856643-8	Ag Ga Ni		Imperium	
Pritchard	3003		DA866AB-3	Ag Lt Ni Ri	A		G
Sannavall	2802		CA88533-7	Ag Ni			G
Thaezdhugh	2907		E588512-3	Ag Lt Ni			
Thozgul	3206	C	C313361-A	Ic Lo	A		G
Thoznaen	2706	C	A876874-C	Ht	A		G
Thrape	2602		C201211-A	Ic Lo Va			G
Udsi	3101	S	CAD4447-A	Ni		Imperium	G
Vrel	3201		C544555-9	Ag Ni			G

MARRAKESH SUBSECTOR




To Urnian
To Karanga
To Memorial
To Florian
2501
0502
2503
2504
2505
2506
2507
CIRAT
B-A
B655695-A
2508
2509
2510
2601
MIDWAY
B-A
B511323-A
2602
THRAPE
C-A
C201211-A
2603
2604
GHAEHAAH
C-9
C634556-9
2605
2606
2607
2608
MARRAKESH
B-8
B8769D9-8
2609
2610
2701
2702
2703
2704
2705
AGUNVALL
B-9
B66786-9
2706
THOZNAEN
A-C
A876874-C
2707
2708
2709
DEDEGED
B-9
B322544-9
2710
2801
2802
SANNAVALL
C-7
CA88533-7
2803
MAL'GNAR EL
X-2
X485673-2
2804
2805
2806
2807
2808
2809
2810
2901
2902
2903
INIIDEZ
A-A
A966747-A
2904
2905
2906
2907
THAEZDHUGH
E-3
E588512-3
2908
2909
2910
3001
KAZAR
B-B
B565654-B
3002
3003
PRITCHARD
D-3
DA866AB-3
3004
DATIR
C-9
C332553-9
3005
3006
3007
AUEAIAI
E-2
E894325-2
3008
3009
3010
3101
UDSI
C-A
CAD4447-A
3102
3103
3104
3105
3106
3107
3108
KUBALIKKI
C-A
C100401-A
3109
3110
3201
VREL
C-9
C544555-9
3202
3203
PADGO
B-8
B856643-8
3204
3205
3206
THOZGUL
C-A
C313361-A
3207
3208
3209
3210

🪐 Gas Giant
B-6 Starport Class & Tech Level
★ Imperial Naval Base
▲ Imperial Scout Base
✲ Corsair/Clan/Embassy

🟩 Secure System
🟧 Amber Zone
🟥 Red Zone
═ X-boat Route
— Trade Route

● Planet (dry)
● Planet (water present)
┅ Florian League

AUEAIAI

Aueaiai has little to offer. It is a harsh world of dry winds and a biological taint hazardous to humans and Vargr, although not to its Aslan settlers. A scarcity of metals makes this world uninteresting to commercial interests as well. Aueaiai is well within the jump shadow of its orange sun and those who use the system as a jump-2 gateway to Thozgul generally refuel at the outer gas giant and move on.

A small enclave of Aslan has lived on Aueaiai for more than 1,000 years. Although its origins are lost in myth, the local community espouses a radical Aslan belief in collective decision-making. Once per local year of 185 standard days all adult Aslan vote in an assembly conclave. In between sessions, emergency measures are decided by referenda with votes collected by runners from scattered villages who meet in a central shrine to tabulate and report the results. Technology is limited to wind and water mills, and weaponry to spears and bows used mainly for hunting. While duels of honour persist, most disputes are handled by arbitration at the village level. The Aueaiai Aslan are not welcoming of outsiders. Attempts to trade or study the local society are met by spears and arrows.

The world is not officially considered an Amber Zone mainly because the Aslan settlement occupies a small corner of the world's supercontinent. Even landings nearby do not result in trouble unless visitors attempt to contact the locals. All published knowledge of local traditions is based on a 300-year-old IISS covert survey of the society and may be incorrect or out of date in many aspects. Reports of Vargr corsair bases and Aslan *ihatei* camps in the system or even on Aueaiai's surface persist but the world is too remote to warrant intervention by outside parties.

MAL'GNAR EL

The chilly world of Mal'Gnar El is home to two sentient species, neither native to the planet. Long ago, the Ancients transplanted humans – the Mal'Gnar – and Chirpers to the world. Today, its rigid primitive society is interdicted by the IISS and its inhabitants are better known by myth than reality. Despite rumours to the contrary, only the Chirpers – not the Mal'Gnar – have wings.

Mal'Gnar El is a small world orbiting its orange main sequence star near the outer edge of the habitable zone. The dense atmosphere and high levels of volcanic activity provide enough greenhouse gases to keep the temperate zones above freezing for most of the year. With gravity only 0.51 standard, steep mountain ranges support peaks rising nearly 20 kilometres around the plate boundaries of the world's newly formed supercontinent. Evidence of atmospheric terraformation includes a nearly absent fossil record prior to 300,000 years ago and recent banded iron formations produced in a near oxygen-free atmosphere.

The Mal'Gnar human Minor Race was transported from Terra 300,000 years ago. The origin of the Chirper population is obscure but thought to coincide with the transplantation event. Both species had a hunter-gatherer lifestyle for hundreds of millennia, with Neolithic technology and agriculture appearing only within the last 15,000 years.

Presently, the Mal'Gnar have advanced well into the Iron Age. Sophisticated metallurgical knowledge is evident. The Mal'Gnar have a good understanding of scientific principles and chemistry but this knowledge is shrouded in mystical imagery. Its caste-based society has been locked into a rigid pattern for at least 10,000 years.

Scouts from the Third Imperium first contacted the Mal'Gnar civilisation in 187 and after a strong xenophobic response, conducted only covert and remote study of the culture. The IISS has maintained an interdiction patrol nearly continuously since 215, with current patrols based out of Kazar.

Mal'Gnar humans comprise 80% of the estimated 7–10 million sophont population of Mal'Gnar. The race was modified by the Ancients from already cold-adapted *Homo sapiens neanderthalensis* stock into more gracile individuals better suited to the low gravity world. The Chirpers of Mal'Gnar El have a larger wingspan than many Chirper subspecies and a relatively high intellectual capacity, thought to be similar to the extinct Chirpers of Zhandt. The two species have long coexisted in a caste-based society in which the Chirpers have distinct roles as scouts for hunting parties and gatherers of certain fruits growing on isolated ledges in steep mountain ranges.

Mal'Gnar society is a very rigid caste-based culture that has frozen technological development and contributed to a xenophobic outlook. While the IISS continues remote studies of the civilisation, limited publication of their results has contributed to the myth of the Mal'Gnar as a race of flying humanoids existing beyond Imperial borders.

MARRAKESH

The world of Marrakesh orbits twin orange stars, which appear prominently on banners displayed outside the planet's many whitewashed stone mosques and government offices. It is a generally habitable, although eruptions from chains of volcanic mountains and dust storms from the deserts in the interior of its massive supercontinent can make breathing difficult at times. Settled as a Sufi Moslem sanctuary world in 540, the world's four billion people account for 80% of the subsector's inhabitants and more than 95% of the subsector's humans, thus lending its name to the region.

Most of the population lives in small cities scattered along coastal regions of the supercontinent or near its two large landlocked seas. The deserts and barren mountains of the interior are home to small and sometimes nomadic communities who do not adhere to the dominant religious practices. Some of these are stricter followers of Islam, others reject religion altogether, although it is difficult for an outsider to determine which, leading to sometimes violent misunderstandings. Attempts to extract minerals from the interior are only successful when mining corporations establish good relations with local tribes.

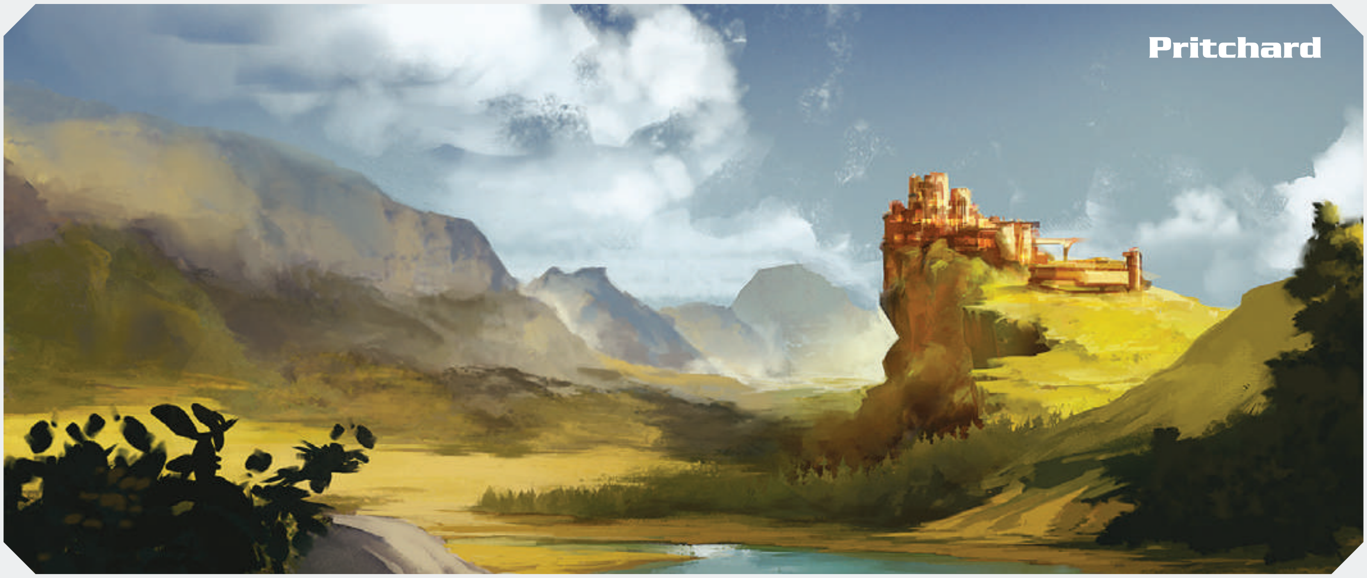
Marrakeshi society is known for its colourful but conservative dress and its many festivals. It expects all visitors to adhere to local customs. In the more cosmopolitan regions near the starport, failure to do this usually results in expulsion but in more remote towns, Travellers have been known to languish in jails for years unless they repent and convert to the local religion. Still, trade with Marrakesh – known for artistically crafted mid-tech goods and exotic local spices – accounts for most of the economic activity within the subsector.

PRITCHARD

Pritchard is a temperate world with a breathable atmosphere and compatible biosphere whose main handicap is a gravity of 1.34 standard. It is one of the earliest settled human worlds of The Beyond. According to legend, the founder of Pritchard was Pritchard I, Duke of Salif, who lost a power struggle against the reigning Sindalian Emperor in -1520. Fleeing with a small retinue, the Duke settled on the world he named after himself with the intent to build an army of super soldiers raised on the high gravity world. Unfortunately, his starship's jump drive failed during the early decades of settlement and technology eventually collapsed to an agrarian level.

The current ruler, Emperor Pritchard XCIX – 99th of his name and rather inbred – rules over a land of rugged hills and fertile river lands from a stone castle atop a weathered crag. His pervasive Royal Guard is armoured only in cured leathers, as heavy metal plate is too burdensome on this world. The Royal Guard controls the production of gunpowder and crushes any dissent against Prichard's arbitrary rule.

Attempts to establish trade with Pritchard have met with limited success. The Royal Court insists Pritchard is the rightful ruler of the long dead Sindalian Empire and not only demands offworlders acknowledge this 'fact' but that they supply starships and weapons to assist the Royal Guard in launching an attack on the world of Noricum so Pritchard can take his rightful place on the throne. More than one trader has been tempted to comply with this demand to supply an expedition for a group of primitives to attack the distant poisoned world but none has found a way to profit from Pritchard's delusions of grandeur.



Pritchard

THOZNAEN

Thoznaen is the centre of Vargr society in The Beyond, with a half billion Vargr living in more than 50 nations, city states and habitats. While no current government openly supports corsair activity, the system has a somewhat deserved reputation as a pirate haven, with numerous corsair bands occupying the planetoid belts, gas giant moons and iceballs surrounding the system's two widely spaced yellow stars.

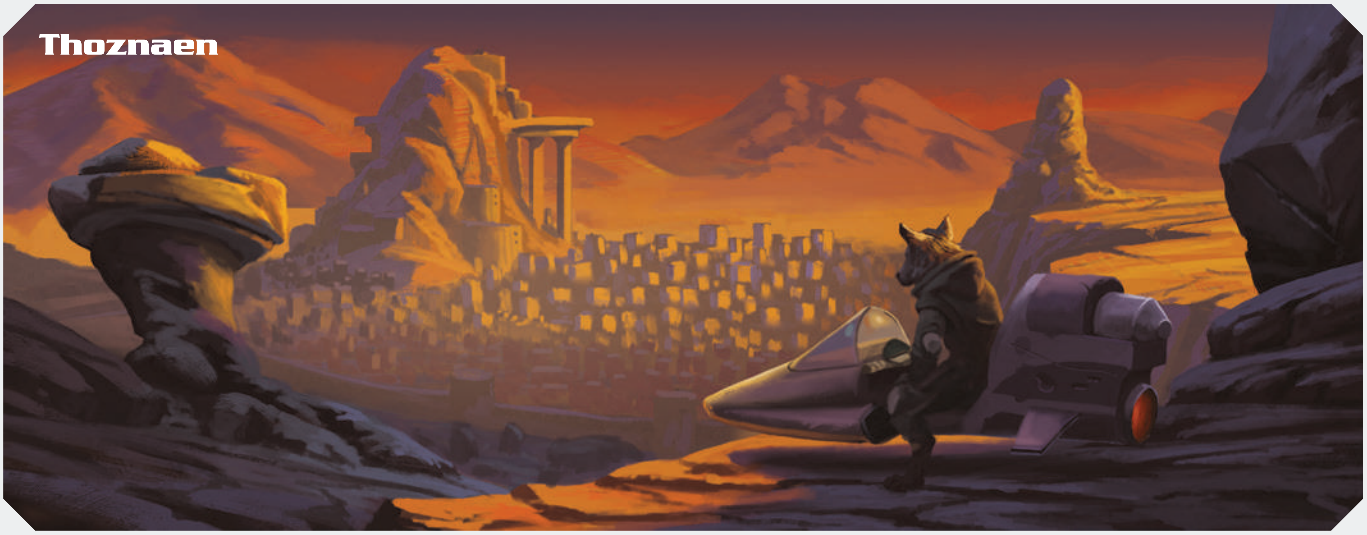
The planet Thoznaen was once a garden world but 2,000 years of development has left its atmosphere polluted with high levels of sulphur and nitrogen compounds, which, while not extremely hazardous to Vargr or human health, do produce unpleasant irritation to the nose and throat and contribute to the ecological damage that has turned Thoznaen into a net importer of food. The world's two large continents have considerable amounts of desert and badlands regions, especially in their interiors. This limits dense settlement to coastal areas, which unfortunately suffer from rising sea levels, erosion and severe storms. The original biosphere of Thoznaen has become marginalised by invasive species from dozens of worlds and ecological degradation of poorly regulated development.

The origin of the settlement of Thoznaen by Vargr is lost in contradictory myth but likely occurred during the Long Night, as local evolution of Gvegh-descended languages points to settlement after -900. As is common with Vargr worlds, the planet has gone through many governments and names over its history, once rising to control three neighbouring worlds in a pocket empire, then collapsing into dozens of squabbling states. Imperial intervention against state-sponsored piracy crushed the nascent Thoznaen Empire in 735 and no government has managed to control more than a quarter of the population since the meson gun annihilation of the old capital at Kozrizgi.

Thoznaen remains severely balkanised, with no prevalent form of government or overriding allegiance. None of the six major nation states controls more than a 12th of the population. The Koezkfozgevu Empire is an Imperial client state, the Gzankfuezthun Republic a Zhodani client state and others are either isolationist, expansionist or neutral. The neutral small mountainous nation of Uthevagogha is home to what most outsiders consider the official Class A downport, while the independent habitat of Kaelkoudha is considered the official highport by the Travellers' Aid Society. Kaelkoudha has a reputation as a freewheeling gambling mecca but is also home to the best shipyards in the system. With two major conflicts and half a dozen minor wars in progress on the planet's surface and in orbital space, the TAS rating of Thoznaen as an Amber Zone is well justified.

Thoznaen culture has diverged from Gvegh cultures typical of the Gvurrdon or Usingou (Ziafrplians) sectors. The three major languages and many dialects clearly owe their origin to Gvegh but hint at three separate major colonising events between one and two millennia ago. However, no defining linguistic or cultural characteristics apply to more than a fraction of the populace and changing loyalties and increased contact with wider interstellar society has diluted many older practices.

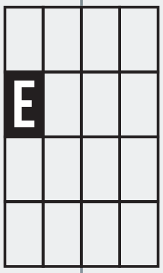
The human population on Thoznaen is very small and concentrated around the starport in Uthevagogha. Even in this region, locals regard humans with hostility or suspicion, often repeating blanket condemnation for the destruction of Kozrizgi and the end of its empire.



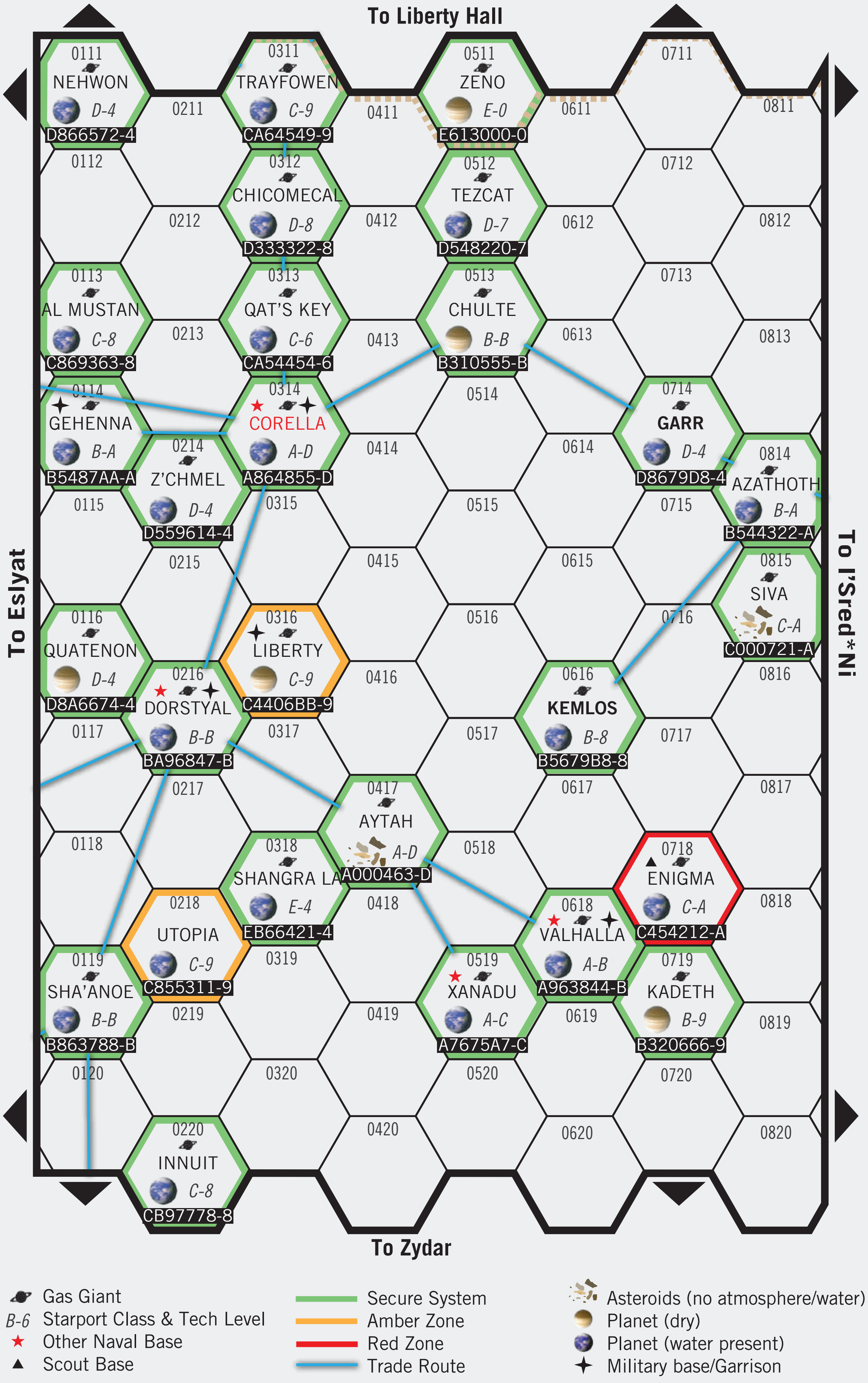
CORELLA

This subsector consists of 27 systems and a population of 11 billion sophonts, including more than five billion Kemlae, the most populous non-human race within the Corellan League. Every inhabited system in the subsector is a member of the Corellan League and the subsector includes more than 86% of the League's population and a similar proportion of its economic output. Several of the subsector's worlds have been settled for more than two and a half millennia, since the fall of the Sindalian Empire, but an influx of settlers from the Third Imperium has added to the population over the past 500 years. In addition to the Kemlae, the subsector is home to the Aniyun race, beetle-like denizens of the methane world Quatenon.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Al Mustan	0113		C869363-8	Lo		Corellan League	G
Aytah	0417		A000463-D	As Ht Ni Va		Corellan League	G
Azathoth	0814		B544322-A	Lo		Corellan League	G
Chicomecal	0312		D333322-8	Lo Po		Corellan League	G
Chulte	0513		B310555-B	Ni		Corellan League	G
Corella	0314	N M	A864855-D	Ht Ri		Corellan League	G
Dorstyal	0216	N M	BA96847-B			Corellan League	G
Enigma	0718	S	C454212-A	Lo	R	Corellan League	G
Garr	0714		D8679D8-4	Ga Hi Lt		Corellan League	G
Gehenna	0114	M	B5487AA-A	Ag		Corellan League	G
Innuit	0220		CB97778-8	Ag		Corellan League	G
Kadeth	0719		B320666-9	De Na Ni Po		Corellan League	G
Kemlos	0616		B5679B8-8	Hi		Corellan League	G
Liberty	0316	M	C4406BB-9	De Ni Po	A	Corellan League	G
Nehwon	0111		D866572-4	Ag Ga Lt Ni		Corellan League	G
Qat's Key	0313		CA54454-6	Ni		Corellan League	G
Quatenon	0116		D8A6674-4	Fl Lt Ni		Corellan League	G
Sha'anoe	0119		B863788-B	Ri		Corellan League	G
Shangra La	0318		EB66421-4	Lt Ni		Corellan League	G
Siva	0815		C000721-A	As Na Va		Corellan League	G
Tezcat	0512		D548220-7	Lo		Corellan League	G
Trayfowen	0311		CA64549-9	Ag Ni		Corellan League	G
Utopia	0218		C855311-9	Ga Lo	A	Corellan League	
Valhalla	0618	N M	A963844-B	Ri		Corellan League	G
Xanadu	0519	N	A7675A7-C	Ag Ga Ht Ni		Corellan League	G
Z'chmel	0214		D559614-4	Lt Ni		Corellan League	G
Zeno	0511		E613000-0	Ba Ic			G



CORELLA SUBSECTOR


To Liberty Hall
To Eslyat
To I'Sred*Ni
To Zydar
0111 NEHWON D-4 D866572-4
0211
0311 TRAYFOWEN C-9 CA64549-9
0411
0511 ZENO E-0 E613000-0
0611
0711
0811
0112
0212
0312 CHICOMECAL D-8 D333322-8
0412
0512 TEZCAT D-7 D548220-7
0612
0712
0812
0113 AL MUSTAN C-8 C869363-8
0213
0313 QAT'S KEY C-6 CA54454-6
0413
0513 CHULTE B-B B310555-B
0613
0713
0813
0114 GEHENNA B-A B5487AA-A
0214 Z'CHMEL D-4 D559614-4
0314 CORELLA A-D A864855-D
0414
0514
0614
0714 GARR D-4 D8679D8-4
0814 AZATHOTH B-A B544322-A
0115
0215
0315
0415
0515
0615
0715
0815 SIVA C-A C000721-A
0116 QUATENON D-4 D8A6674-4
0216 DORSTYAL B-B BA96847-B
0316 LIBERTY C-9 C4406BB-9
0416
0516
0616 KEMLOS B-8 B5679B8-8
0716
0816
0117
0217
0317
0417 AYTAH A-D A000463-D
0517
0617
0717
0817
0118
0218 UTOPIA C-9 C855311-9
0318 SHANGRA LA E-4 EB66421-4
0418
0518
0618 VALHALLA A-B A963844-B
0718 ENIGMA C-A C454212-A
0818
0119 SHA'ANOE B-B B863788-B
0219
0319
0419
0519 XANADU A-C A7675A7-C
0619
0719 KADETH B-9 B320666-9
0819
0120
0220 INNUIT C-8 CB97778-8
0320
0420
0520
0620
0720
0820
Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
▲ Scout Base
Secure System
Amber Zone
Red Zone
Trade Route
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)
✦ Military base/Garrison

CORELLA

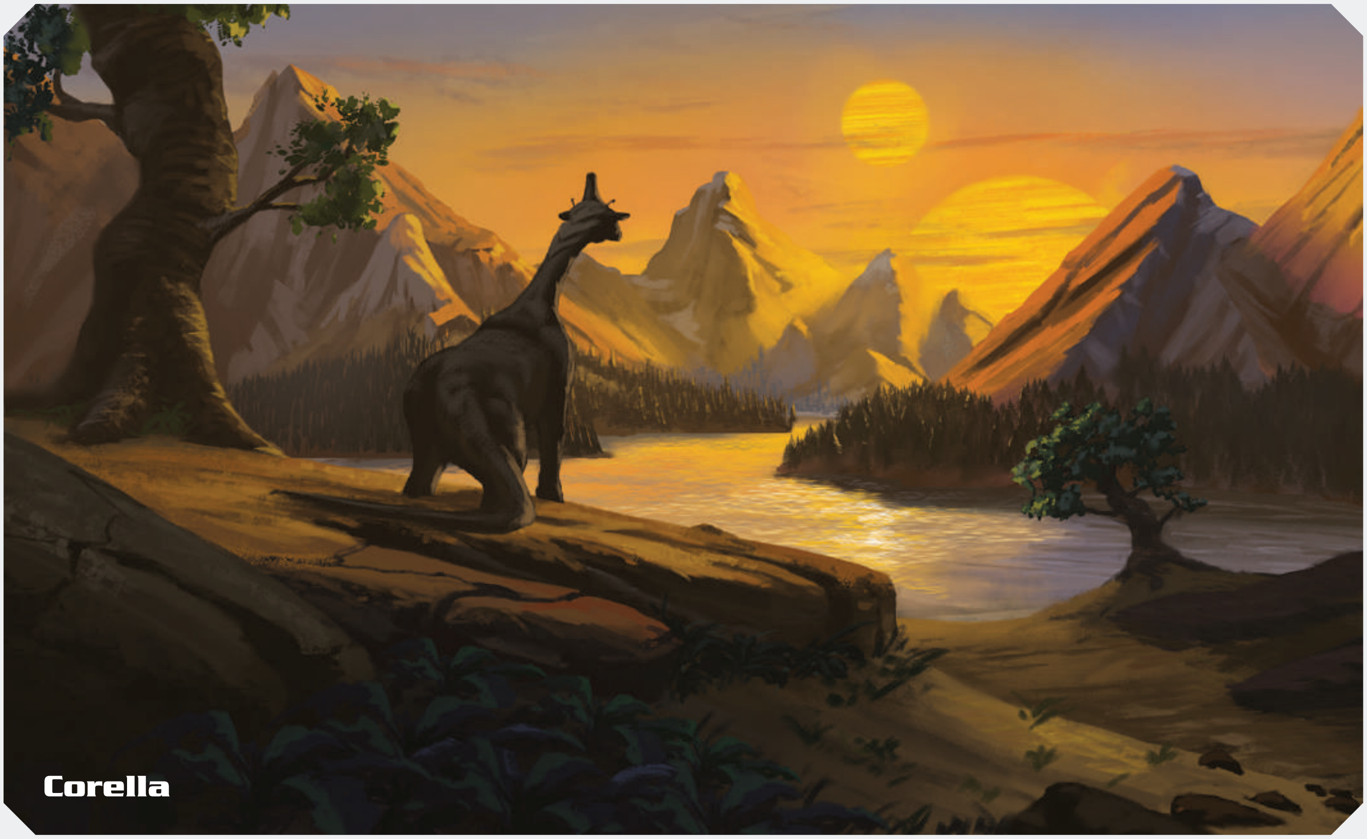
The capital of the Corellan League, Corella was founded 2,700 years ago by Sindalian emigres and has remained the centre of human civilisation in The Beyond ever since. Corella is a rich world filled with cultural and natural landmarks, a centre for both trade and travel throughout the region.

A Terra-sized world orbiting two yellow suns and graced with two medium-sized moons, Corella has a varied and robust local ecology. Its stunning terrain includes high mountain ranges and spectacular coloured sands blanketing deserts far from the three small oceans at the centre of Corella's settled regions. While imported lifeforms dominate human-occupied regions, more than two-thirds of the land area and one entire ocean basin are designated as parkland, devoid of permanent settlement or industrial development, making ecotourism a major draw for visitors from across the sector.

Founded in -1597, Corella claims to be the oldest human settled world in The Beyond but was in fact settled from Oberon, since overrun by Aslan and renamed Htoleakh. Regardless, Corella is the oldest continuously inhabited human-settled world in the sector, unless one counts the Mal'Gnar, who were transplanted by the Ancients. Corella's colonisers were dissidents from the Sindalian Empire who set up a republic and saw themselves as the centre of an interstellar league of like-minded worlds. Although the nature of the Corellan League has changed over a period of 2,700 years and the government of Corella has become captured by special interests, the world has maintained a free, peaceful society for most of its existence.

Four major League crises of -1237 between and 742 had little direct effect on Corella itself. Despite the League's changes in size and form, Corella remains its cultural and political centre. Of greater effect on the world's society were the Vardarian Acts of -306, which codified the gradual shift of power to the Great Houses and Consortia, granting them essentially monopolistic rights to certain industries including computing, shipbuilding, power generation, robotics and bioengineering.

With a long, rich heritage and picturesque homeworld, Corellans are a justifiably proud people but display this pride with a reserved confidence that contrasts with their less subtle Valhallan neighbours. This confidence is near universal but Corellan society is unequal. The rich and well-connected members of the 36 recognised Great Houses are nobles in all but title. The Great Houses control, directly or through a proxy of the professional management class, both government and corporate functions of not just the world but much of the League.


Corella

Most of the Consortia – the multi-world conglomerates dominating League commerce – are headquartered on Corella and controlled by the Great Houses. Entry into the Consortia management echelon is the main hope of social mobility for the majority of Corellans, as only through birth, marriage or adoption can they hope to join a Great House. However, even the management class comprises less than 1% of the population and within it, intergenerational social mobility is as often downward as upward. The unequal distribution of wealth is offset by a strong social safety net, guaranteeing a basic income, healthcare, housing and education to all citizens. While the welfare state is a drain on the economy, it has helped maintain a peaceful and stable society for millennia and is considered by most Corellans to be their finest achievement.

Corellan technology remains the most advanced in The Beyond. While not matching the sophistication of Imperial, Zhodani or Aslan science, it nevertheless provides the basis for an economy supported by the labour of robot and biological servitors. The latter are somewhat controversial, as some activists consider the commercial use of force-grown clones as a form of slavery, a charge a few place on even the use of advanced robots. However, most Corellans consider the servitor underclass a justifiable price for their own prosperity and it places even the poorest Corellan citizen above the bottom of the social hierarchy.

GARR

With a population of four billion, Garr is home to more than half the human population of the Corellan League. The world has had a long and complex history. In present times, it is dominated by an offshoot of the Jeremiahan Church, the Revelationist Congregation, which eschews unnecessary technology and discourse in favour of devout service and large families.

Garr is the most similar to Terra of any world in the Corellan League. A temperate climate, standard atmosphere and six continental landmasses offer a variety of ecosystems well suited for habitation and agriculture. The F9-type sun is only slightly hotter than Sol and two outer system gas giants shepherd the two asteroid belts bracketing them. A single large moon crowns Garr's resemblance to Terra, reinforcing the Revelationist view that Garr is the promised 'New Earth' awaiting the return of God's Child.

Named Tatiana when originally settled from Corella in -1535, it was the first member world to join the Corellan League. Tatiana prospered as an agricultural world for centuries, eventually establishing a stable society supporting a population of tens of millions and interstellar levels of technology. In -402 the Sack of Garrone during the Fourth Expedition brought a wave of refugees to Tatiana. Although Garrone was recovered in the Fifth Expedition, by then a generation of refugees had been born and grown to adulthood on their adopted home. Many chose to stay and within a century, the new immigrants outnumbered the natives. After Garrone fell again in -269 the newcomers proclaimed their world New Garrone.

Resentment by the original Tatianan population nearly led to civil war but instead the Tatianans tried to take revenge by supporting the settlement of refugees from a religious schism on Jeremiah. The Jeremiahan Revelationist Congregation started arriving in 705. The Revelationists emphasised large families and curt speech and, within two centuries, had become the largest population on the planet. By 954, memories of old Garrone – now Stormhaven and independent from the League – had faded and the High Council of Prophets had acquired more power than the secular Republic. Therefore, only a small minority objected when the High Council renamed their world to the monosyllabic Garr.

The Revelationists saw little need for advanced machinery on a planet so well suited to humanity and in a series of proclamations, encouraged technology to fade away. As machinery failed, some descendants of the Tatianan and Garronese people emigrated to other worlds but most converted to the new faith. By 1100, the growing population strained what the low technological base could support, even on an ideal garden world, but the Revelationists are more concerned with the coming 'God's Breath' – or 'Rupture of the Universe' in the standard Jeremiahan vernacular – than with such worldly matters.

The Revelationist Congregation now dominates all aspects of Garran life. All residents are baptised into the church after confirmation and those who leave the church, or disqualified from membership because of alien or even non-Solomani heritage, are expelled from the world or imprisoned in camps until some refugee organisation agrees to transport them offworld.

The Revelationists believe the Child (they do name or specify gender) will return to the flock on Garr when 'God's Breath' – defined roughly as a radical change in the expansion rate of the cosmos – is imminent. At that time, only the 'Chosen Ones' will survive on the only world protected from the 'Breach'. As a result, Revelationists emphasise low reliance on any technology that will become unavailable when the rest of the cosmos dissolves. The origin of the practice of curt speech is unknown and unexplained but is prevalent throughout society: 'Not two words when one is clear; not two syllables when one is fine' – or as a more strict Revelationist would say: 'One word; One sound'.

Visitors to Garr are not forced to join the Congregation unless they intend to stay but are shunned by members and not encouraged to linger. Trade is minimal, with importation of medicine and export of handcrafted items being the mainstay of sporadic economic exchange.

UTOPIA

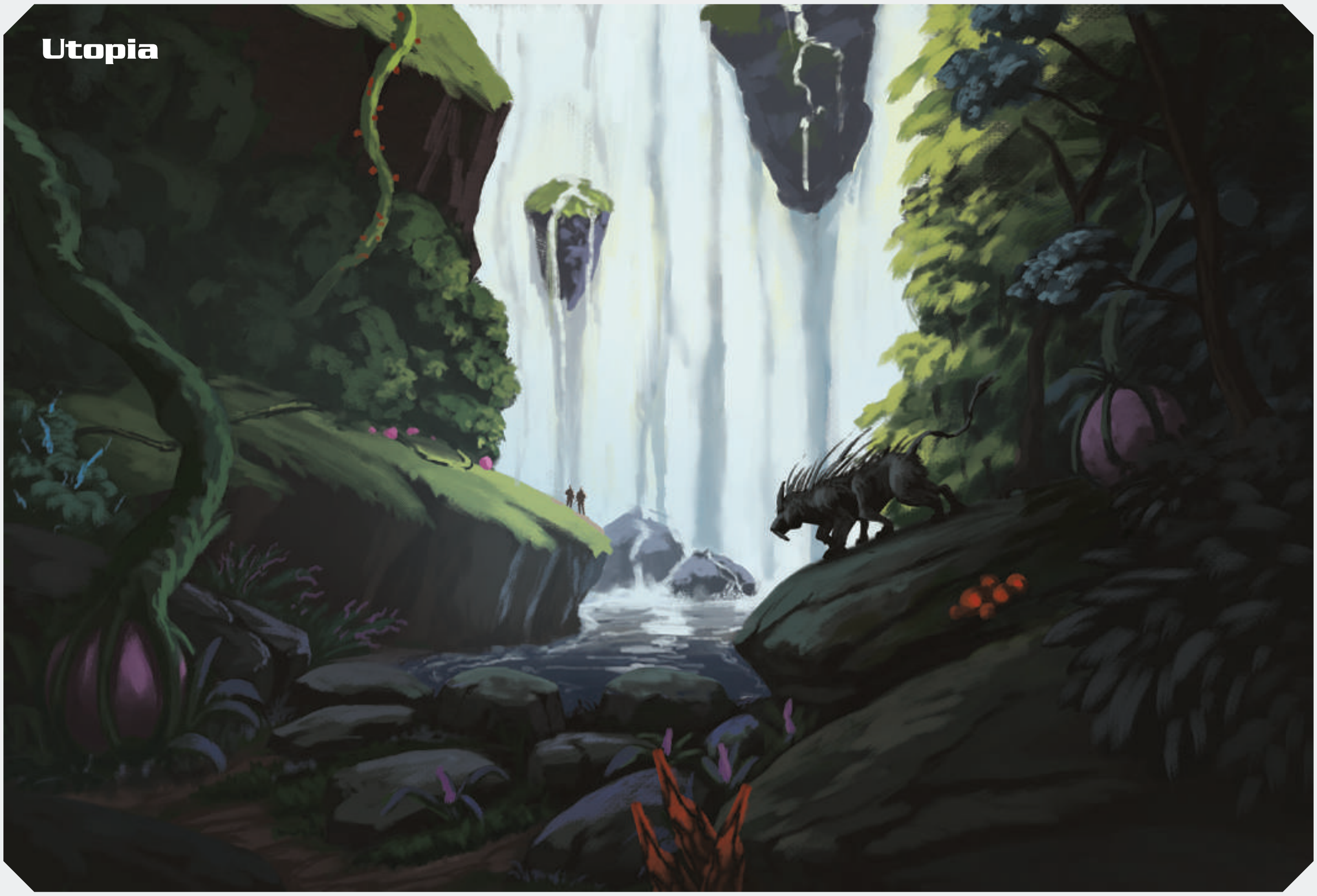
The origin of Utopia's name is assumed to be ironic but at first glance the tropical world appears pleasant enough. Well-placed continents moderate temperatures and limit desertification, providing much of the world with a climate of warm savannahs and rainforests. Unfortunately, the large diverse ecology has led to the evolution of ravenous predators and novel pathogens, both hazardous to human life.

Two failed colonisation attempts, one during the Expeditions Era and another in the ninth century, have left the planet off-limits to all but scientists and thrill-seeking ad s. A small orbital starport is operated by the Geographos Foundation of Valhalla. It houses most of the world's permanent residents and sponsors scientific and hunting expeditions to the surface – once visitors have signed all the necessary waivers.

The dominant fauna on Utopia belong to an order of carnivores known to the public as reavers from the name of their most publicised predator, the Pohlson's reaver, named after its discoverer and later victim Professor Armand Pohlson. These hexapodal carnivores have evolved the ability to store oxygen to support short bursts of activity and often leave behind a pile of dismembered and gutted prey, devouring only choice internal organs.

VALHALLA

The world of Valhalla has the highest standard of living and largest economy in the Corellan League; the Valhallans will often remind others of these facts. Settled in -1407 during the Sindalian Diaspora, Valhalla joined the fledgling Corellan League in -1398 but has seceded twice and threatened secession many more times, often precipitating a crisis within the League.


Utopia

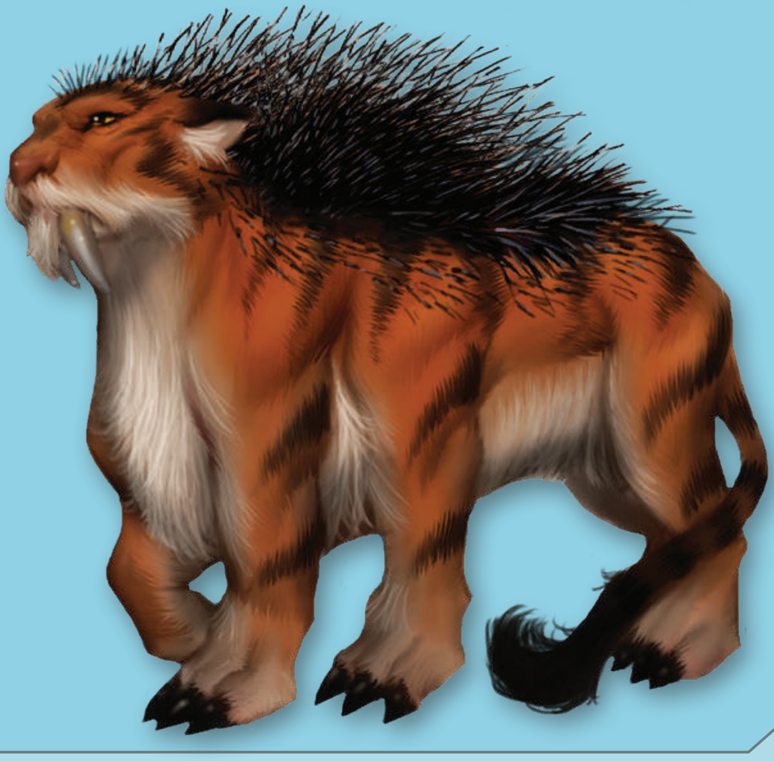
POHLSON'S REAVER

Pohlson's reavers are solitary hunters, covered in spines acting as protection and camouflage, blending into the spiny orange native vegetation. The hexapod's fore and middle limbs end in sharp slashing claws. Internally, a large chest cavity supports super-charged lungs capable of storing oxygen for short bursts of extreme speed and strength. A reaver's natural prey are hexapodal bipeds with a vague resemblance to humanoids, making them likely to attack a party of humans, Aslan or Vargr on sight. While normally striking only from surprise as an ambush predator, a single reaver is undaunted by numbers and may attack a party of as many as a dozen individuals, ripping through the group at full speed.

A reaver may attack twice with claws and once with teeth in the same combat round at the same or adjacent prey but after 1D+10 combat rounds, fatigue sets in reducing a reaver's speed to 6m and actions to a single claw or teeth attack per round.

Pohlson's Reaver

Animal	**Hits**	**Speed**
Pohlson's Reaver	45	12m
Skills	Melee (natural) 2, Recon 1, Stealth 3, Survival 1	
Attacks	Claws (3D), Teeth (3D)	
Traits	Armour (+6), Heightened Senses, Camouflaged, Large (+2)	
Behaviour	Carnivore, Pouncer	



Near the inner edge of its G8-type sun's habitable zone, Valhalla is a warm world with vast interior deserts. Its population is centred around the shores and on the islands of its two oceans. A strong democratic and pro-business tradition has persisted throughout the world's long history, although significant ecological protections have limited growth and industrialisation on the surface. While not possessing the highest technology in the League, Valhallans pride themselves as being the freest and most prosperous people of the sector. Technically, neither is true; Bruhkarr is richer per capita and many worlds are freer and more advanced, even within the League. As a result, Valhallans are often seen as self-important braggarts by their neighbours.

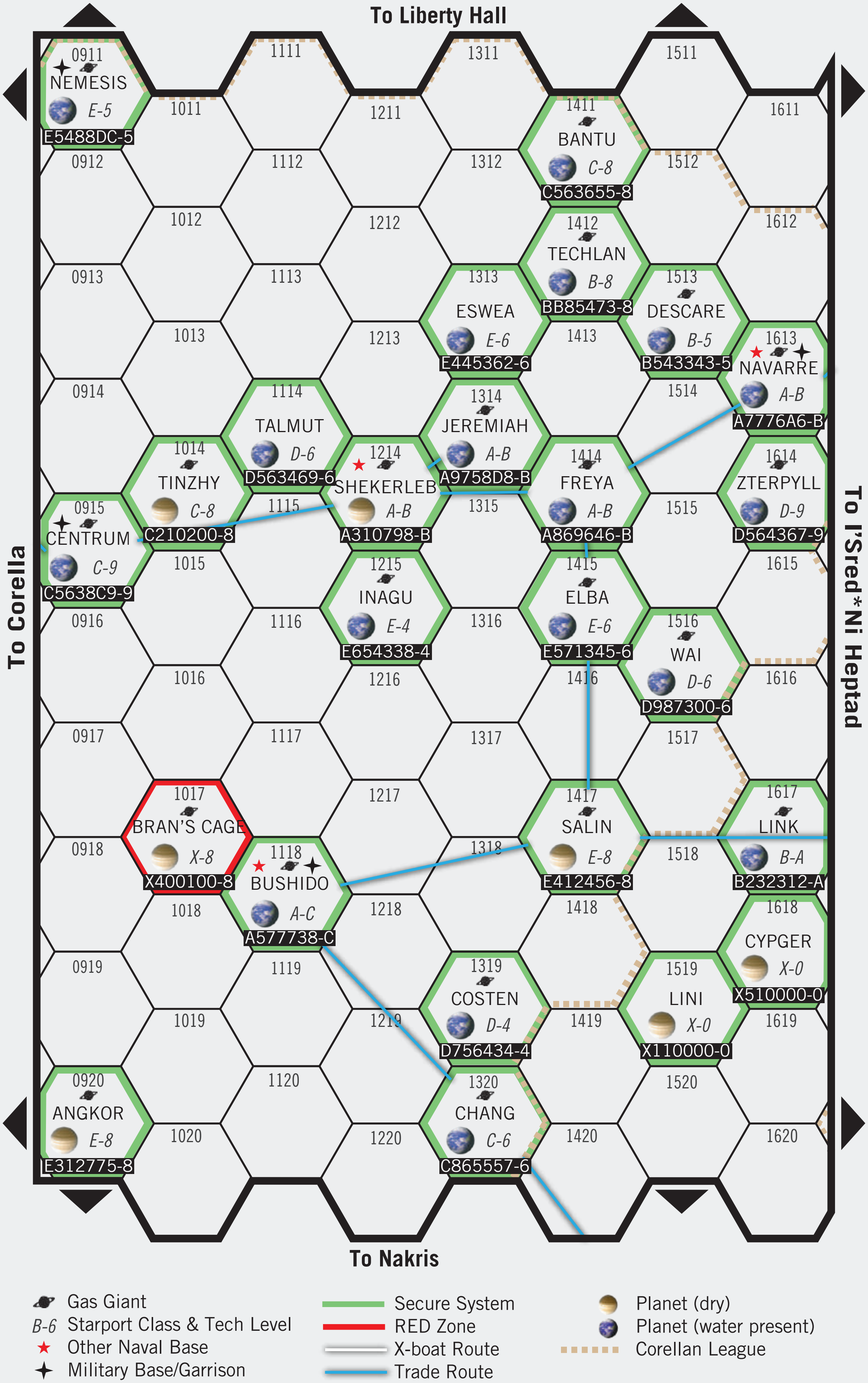
The Valhallan reputation for vocal self-promotion is well known but it helps support a vibrant entrepreneurial spirit. On most Corellan League worlds, the Consortia dominate finance, industry and entertainment, although on Valhalla, competition, supported by local anti-trust laws, allows for a more diverse economy that rewards risk-taking and celebrates successes – perhaps too much, in the eyes of others. Valhallan merchants often challenge Consortia, breaking monopolies across the League by undercutting prices and often shortcutting regulations, which adds to a reputation of Valhallans as shady businesspeople and smugglers.

FREYA

The Freya subsector has 25 systems and a population of a billion sophonts, nearly all humans. Just over 600 million inhabit the former League capital world of Centrum. Fifteen of Freya's systems belong to the 19 system Freyan Main, which stretches from Garr in the Corella subsector to beyond the border of the Corellan League in the interdicted Examma system. Within the subsector, all but the three nearly unpopulated worlds of the Link Cluster are members or dependencies of the Corellan League.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Angkor	0920		E312775-8	Ic Na		Corellan League	G
Bantu	1411		C563655-8	Ni Ri		Corellan League	G
Bran's Cage	1017		X400100-8	Lo Va	R	Corellan League	G
Bushido	1118	N M	A577738-C	Ag Ht		Corellan League	G
Centrum	0915	M	C5638C9-9	Ri		Corellan League	G
Chang	1320		C865557-6	Ag Ga Ni		Corellan League	G
Costen	1319		D756434-4	Ga Lt Ni		Corellan League	G
Cypger	1618		X510000-0	Ba			
Descare	1513		B543343-5	Lo Lt Po		Corellan League	G
Elba	1415		E571345-6	Lo		Corellan League	G
Eswea	1313		E445362-6	Lo		Corellan League	
Freya	1414		A869646-B	Ni Ri		Corellan League	G
Inagu	1215		E654338-4	Lo Lt		Corellan League	G
Jeremiah	1314		A9758D8-B			Corellan League	G
Lini	1519		X110000-0	Ba			
Link	1617		B232312-A	Lo Po			G
Navarre	1613	N M	A7776A6-B	Ag Ni		Corellan League	G
Nemesis	0911	M	E5488DC-5	Lt		Corellan League	G
Salin	1417		E412456-8	Ic Ni		Corellan League	G
Shekerleb	1214	N	A310798-B	Na		Corellan League	G
Talmut	1114		D563469-6	Ni		Corellan League	
Techlan	1412		BB85473-8	Ni		Corellan League	G
Tinzhy	1014		C210200-8	Lo		Corellan League	G
Wai	1516		D987300-6	Lo		Corellan League	G
Zterpyll	1614		D564367-9	Lo		Corellan League	G

FREYA SUBSECTOR


To Liberty Hall
To Corella
To I'Sred*Ni Heptad
To Nakris
0911 NEMESIS E-5 E5488DC-5
1011
1111
1211
1311
1411 BANTU C-8 C563655-8
1511
1611
0912
1012
1112
1212
1312
1412 TECHLAN B-8 BB85473-8
1512
1612
0913
1013
1113
1213
1313 ESWEA E-6 E445362-6
1413
1513 DESCARE B-5 B543343-5
1613 NAVARRE A-B A7776A6-B
0914
1014 TINZHY C-8 C210200-8
1114 TALMUT D-6 D563469-6
1214 SHEKERLEB A-B A310798-B
1314 JEREMIAH A-B A9758D8-B
1414 FREYA A-B A869646-B
1514
1614 ZTERPYLL D-9 D564367-9
0915 CENTRUM C-9 C5638C9-9
1015
1115
1215 INAGU E-4 E654338-4
1315
1415 ELBA E-6 E571345-6
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1516 WAI D-6 D987300-6
1616
0917
1017 BRAN'S CAGE X-8 X400100-8
1117
1217
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1417 SALIN E-8 E412456-8
1517
1617 LINK B-A B232312-A
0918
1018
1118 BUSHIDO A-C A577738-C
1218
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1518
1618 CYPGER X-0 X510000-0
0919
1019
1119
1219
1319 COSTEN D-4 D756434-4
1419
1519 LINI X-0 X110000-0
1619
0920 ANGKOR E-8 E312775-8
1020
1120
1220
1320 CHANG C-6 C865557-6
1420
1520
1620
Gas Giant
B-6 Starport Class & Tech Level
Other Naval Base
Military Base/Garrison
Secure System
RED Zone
X-boat Route
Trade Route
Planet (dry)
Planet (water present)
Corellan League

BRAN’S CAGE

A barren world in orbit around a red dwarf sun, Bran’s Cage has been interdicted since the Ninth Expedition, more than 1,000 years ago. The League’s only official public information about the world – besides the interdiction posting discouraging any use of the system and directing transient ships to the outer gas giant – states Bran’s Cage is a ‘security installation’.

A thousand years of legend has given the system, once simply known as Argun, its own mythology. In most accounts, the planet is a prison, home to a maimed and insane immortal Storm Knight named Bran, a victim of a failed experiment to make a genetically superior soldier. He cannot die or be killed; nor can he be released. He lives in a subterranean prison on a cold dark world. His robot jailors are his only companions. The truth is not known but for 1,000 years, a rotating task group of CLSF ships out of Bushido has stood guard over an apparently desolate world.

The system sees more traffic than one would expect for an isolated star with only one system closer than three parsecs away but that system is home to Bushido, a relatively important and prosperous world located in an unfortunate position, isolated from the main trade routes of the Corellan League. Even with jump-3 drives, a ship would normally use four jumps to reach Centrum but by refuelling at the outer gas giant of Bran’s Cage, a ship can make a three parsec jump to Centrum, saving weeks of travel time. The CLSF maintains a permanent presence at the gas giant, officially scolding ships for transiting through the system but ensuring they can safely refuel and be on their way.

CENTRUM

A habitable moon of the inner gas giant of an F6-type sun, Centrum was colonised from Corella in -1482. For more than 2,000 years, Centrum was the administrative capital of the Corellan League but for the past few centuries, the planet has struggled to regain its influence and prosperity.

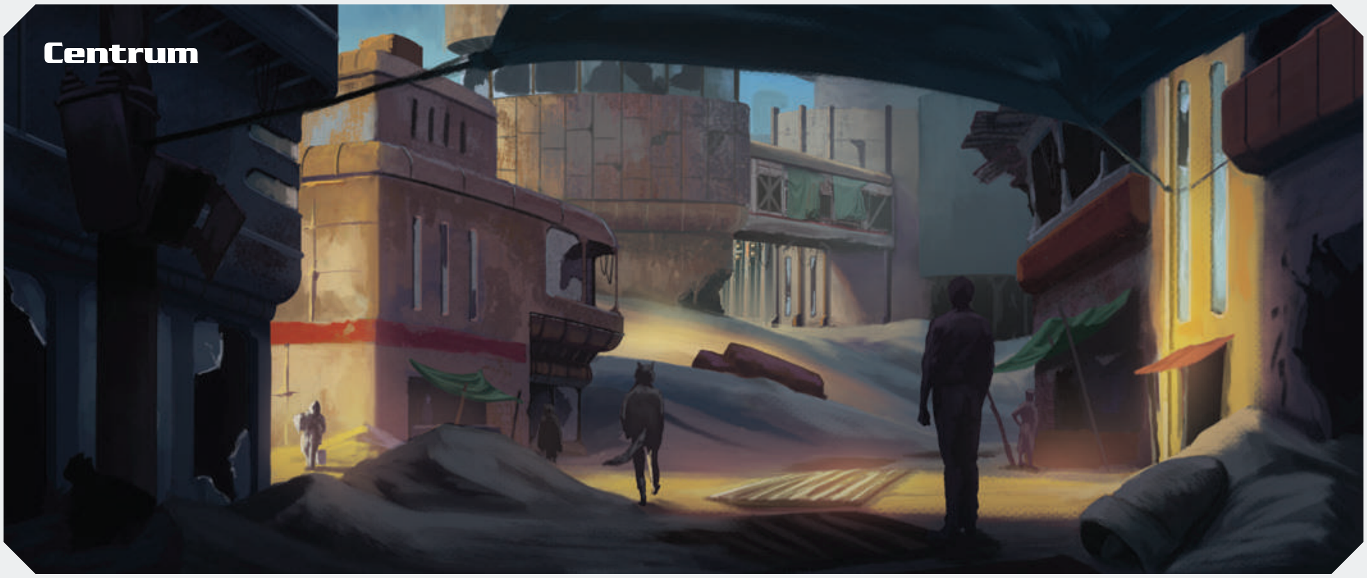
As the largest moon of the gas giant Prospero and second resonant moon in a string of three, Centrum experiences significant tidal stress during its 61-hour orbit. The stress causes widespread volcanism and has brought significant deposits of rare earths and metals to the surface. Most of Centrum is dry desert but its two oceans provide liveable conditions across their significant drainage basins.

Originally named Miranda, Centrum was the second world to be colonised from Corella, initially to mine rich lanthanum deposits. The world took the name Centrum when it became capital of the Corellan League after the Reformed Constitution of -1409. Centrum remained capital of the League until the Crisis of -1237, when both Centrum and Valhalla seceded from the League to protest the world of Corella’s increasing attempts to dominate League policy. That secession merely amplified Corellan influence, even beyond the League’s few remaining worlds.

After a century of independence, Centrum’s role in convincing Valhalla to join it in returning to the League led to the signing of the Treaty of Centrum in -1132 and Centrum resumed its role as the League’s legislative and administrative capital. From -1132 until 742 the members of the Corellan League Grand Assembly met in the ornate Grand Assembly Hall in orbit around Centrum. The structure underwent many renovations and expansions over the course of its long history but, like the world it circles, it has struggled with decay and irrelevance since the capital moved to Corella after the revocation of the Federal Constitution in 742.

The Directorate – a bureaucratic government that had ruled Centrum since its days of independence – was not able to recover from the loss of influence and funds associated with the shift to Corella. In 956, the Committee of Free Radicals (CFR) revolutionary movement overthrew the Directorate and initiated the Great Simplification, attempting to undo layers of regulation two millennia deep. The resultant chaos led to millions of deaths and further damaged the faltering economy. In 988 the CFR fell to a military coup, beginning a period of junta rule that lasted until free elections in 1013. Another four decades of faltering civilian rule led to the 1059 seizure of power by the Committee for an Orderly Future (COF), which managed to stabilise the economy with outside Consortia support. The COF remains popular but exercises control over the media and education system, and has not managed to return Centrum’s industrial and technological base to pre-CFR levels. Only in 1098 did Centrum’s population once again top 600 million citizens and emigration, a low birth rate and stagnant life expectancy threatens to reverse population gains of the past decades.

Society on Centrum gives the impression of being worn out. The centuries-long decline is evident in its highport, Grand Centrum Station, the habitat that once housed the Grand Assembly Hall. While renovations continue to improve services and construction proceeds on a working shipyard, what was once a bustling Class A starport is now a half-empty Class C installation, with



abandoned compartments, rotting hydrogen tank farms and unused port terminals. A portion of the installation is a working museum and a larger portion is an inoperative museum piece. The cities have the same ambiance, with some neighbourhoods functioning and working towards renewal and others near abandoned, with 500-year-old towers slowly falling apart and battle damage from three revolutions over the course of the past 150 years left unrepaired.

Although the people of Centrum are not particularly unfriendly, many are not welcoming to offworlders, especially to those from more prosperous worlds. There is a large exception, as those associated with the COF or employed by various Consortia tend to be more optimistic and open to outside ideas. Among this hopeful group is the Mirandan Restoration Front (MRF), an organisation whose official purpose is to change the name of the world back to its original but whose unstated goal is to escape association with a world that used to be important and to bring back the glory of the world's earliest days of prosperity and growth.

FREYA

Freya is the only remaining human-dominated world in The Beyond settled directly by Sindalian Empire loyalists. Its original settlement in -1570 was as a forward base for an invasion of Corella that never occurred. Most of the strike force was withdrawn to deal with problems closer to home but a small crew remained to maintain their tropical island base. Nearly all the current six million citizens of Freya can trace at least one ancestor back to the 300 who remained behind.

Freya orbits the brighter component of a yellow and orange pair of stars. It lies near the inner edge of the habitable zone and its equatorial regions are too hot to be tolerable. Most of the world is ocean. The entire population of Freya lives on or near Noatun, the single major continent, centred in the upper northern latitudes with a primarily wet tropical climate.

Despite its origins, Freya willingly joined the League in -1451, prior to the fall of the Sindalian Empire and has remained a member ever since. Until 534, Freya was home to a major CLSF base but after a century of peace with the Aslan, the League consolidated its forces on the Freyan Main to the forward base at Navarre.

Freya remains a pleasant place to live and is one of the top destinations for those who can afford interstellar holidays. Many coastal towns on Noatun and the Gersemi island chain are focused on the tourism industry and in resort areas visitors often outnumber natives. The Freyan standard of living is second only to Valhalla and citizenship is difficult to obtain. Applicants for anything more than a 180 standard day visa are required to show not only the means to support themselves and any dependents but the ability to contribute to the Freyan economy.

Freya maintains a small outpost on Zterpyll, a habitable moon in a system on the League's border. The marginally viable mining operation and small garrison on site are likely more a reaction to the CLSF's preference for Navarre than any real expansionist ambition and assignment to Zterpyll is considered a career-ending hardship post.

JEREMIAH

The world of Jeremiah is a hot harsh planet. Passed over by pre-Imperial colonisation efforts, the world has been ruled by the Jeremiahan Congregation of God since their arrival in 557.

Jeremiah orbits near the inner habitable zone of the orange dwarf component of a binary star system. Tidal dragging has slowed the world's rotation to produce a 94-hour day. Deserts dominate the inner regions of the world's supercontinent and storms pound the shores of its vast Northern Ocean. Sandstorms can make the air unbreathable for long days at a time.

The Jeremiahan Congregation of God dates back to the Second Imperium. Its Solomani founders believed Vilani cultural influence was leading Solomani people away from the word of God and corrupting them by encouraging them to 'conform to the failed patterns of a Godless, ambitionless society'. The Jeremiahans were prevalent in the Core and Massilia sectors during the final centuries of the Second Imperium and into the Long Night. Although never a large congregation, their Solomani views put them at odds with many of their neighbours. As the Third Imperium grew, some contingents travelled to settle new worlds on the frontier. One such group voyaged all the way to The Beyond to settle Jeremiah.

The Jeremiahans joined the League as part of the agreement to gain protection for their world, despite believing most League members were corrupted by demonic influence or, worse, had non-Solomani blood. Still, the basic philosophy of the Congregation was to protect their own from the future disasters awaiting the unbeliever. Although some conversion of 'pure' outsiders was advantageous, the standard approach to dealing with those outside the Congregation was to avoid confrontation and accept any help that did not corrupt the true faith. For the mainstream church, this included accepting the technology of the League and participating as separate but equal members.

The Congregation's mainstream considered the future 'Rupture' – which would destroy the universe for all but the faithful – to be a distant proposition and the End Times to be nearer the 'End of Time', which some philosophers thought might be the Heat Death of the universe. However, the offshoot Revelationist Congregation believed the Rupture was coming soon and this schism led to the emigration of the Revelationists in 705 to the world they would eventually call Garr.

The Federal Constitution of 732 represented a direct threat to the separation preferred by the Congregation. Jeremiah led the opposition to the Federal Constitution but failed to prevent its ratification by two-thirds of the League's members. For the decade the revised constitution was in effect, Jeremiah was the leading voice calling for its repeal. In the end, it was the direct threat of secession by Jeremiah and nine other member worlds that led to the revocation of the Federal Constitution in 742.

Most of Jeremiah's 100 million people live in low density low-rise cities scattered in the most hospitable river valleys of the planet, far from the stormy shores and away from the worst sandstorms. Worship is more important than economic activity and while overall technology is as advanced as it is on Valhalla, the average Jeremiah consumes much less technology. Even ownership of a ground car is considered wealthy and grav cars are unknown except among high Congregation officials.

The Congregation owns all means of production and provides all services, making this religious dictatorship functionally equivalent to an authoritarian socialist state. It is not a particularly strict authoritarianism, as Jeremiahan philosophy does not place stringent limitations on behaviour or thought. Jeremiahans believe they are already chosen by God to survive the Rupture, therefore right action is more of a demonstration of this truth to others than a strict requirement for salvation. Anyone who does not threaten the power of the Congregation or flaunt societal mores is left to their own devices, within reason. Enforcement of laws is little different than in a strict secular state and non-violent infractions are dealt with by requiring restitution and corrective instruction to prevent reoccurrence more often than by punishment or long-term incarceration.

Jeremiah contributes ships and troops directly to the CLSF but by law does not allow mixed crews of believers and non-believers aboard its vessels except in emergency situations such as medical and recovery efforts. To outsiders, they appear a polite, reserved people but feelings of superiority over non-believers and non-Solomani is often just below the surface.

NEMESIS

Settled by followers of a religion based on philosophies associated with an ancient Terran goddess in 764, Nemesis is one of the most isolated worlds in Charted Space outside a major rift. The nearest systems to its yellow dwarf sun are four parsecs away. One of these worlds is Talmut, a colony maintained by the Matriarch of Nemesis as a gateway for authorising travel and trade with Nemesis itself. Since few League starships can manage a four parsec jump, most ships bound for Nemesis carry enough fuel for a pair of two parsec jumps.

The high cost in time and effort of a four jump round trip to Nemesis discourages most outsiders from visiting the world. Those who arrive without a proctor from Talmut aboard their starship are warned by radio beacons to stay away. The Corellan League Star Fleet maintains a small defence force in orbit around Nemesis to provide security and customs inspections and to prohibit unauthorised landings.

The Matriarch of Nemesis is the head of a bureaucracy of priestesses dedicated to the worship of the philosophy of the Nemesis, who extracts retribution on those who succumb to hubris. Founded during the Long Night on the world of Vhodan in the Vland sector, the Matriarchy interprets the hubris of Humaniti to be the belief they could be like gods, achieving mastery over beast and machine and travelling among the stars. As such, they and their followers have chosen to live simple vegetarian lives on an isolated world, limiting contact with the corrupting influences of technology more advanced than what is required for basic medical care and survival on a world whose atmosphere is tainted by near constant volcanic activity.

An ascetic movement within the Matriarchy practices the complete abandonment of technology, living a gatherer existence on a large remote island, removed by thousands of kilometres of ocean from the rest of this isolated world. However, the mainstream followers of Nemesis accept the basics of town and farm life and of simple machinery lacking any sort of computerised circuitry or 'thinking capacity' but even use of these basic technologies requires strict adherence to codes of conduct, which make their use a cumbersome ordeal.

If asked, the Travellers' Aid Society will state it has not listed Nemesis as an Amber Zone for two reasons. First, nobody goes there unless they have a very good reason. Second, anyone who fills out the proper paper forms, accepts a proctor from Talmut as a non-paying passenger for the round trip and abides by all the rules they agreed to by signing the forms, is treated with respect and at worst politely told to leave upon any violation. In truth very few meet the first of these conditions and most of those are discouraged from their travels by conditions spelled out in 50 pages of paper forms.

Ironically, the jump-4 vessels ferrying Nemesis's representatives to and from the League Assembly and providing communications services to the rest of the League are among the most advanced ships in the sector.

SALIN

The world of Salin is a small tidally locked world in orbit around the smaller of a pair of red dwarf stars. It would be unremarkable and uninhabited except for two factors. The minor factor is that the system lies on the only jump-2 route from Bushido to the rest of the Corellan League. The major is that this insignificant world is home to what was once a very significant Ancients site.

Near Salin's north pole is a crater whose ejecta still carries traces of a megacity-sized Ancients installation. Beyond the crater's rim lie four shattered but still recognisable domes more than 200 metres across. All but one of these is little more than shards of molecular bonded materials. The fourth dome, Delta Dome, is far from intact but sits atop deep tunnels stretching across many cubic kilometres.

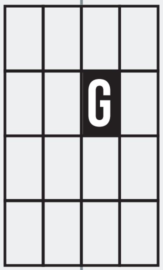
The Delta Dome Catacombs have been objects of study and exploration since their discovery 2,000 years ago. For the past four centuries, the Katrina University Salin Archaeological Initiative (KUSAI) out of Bushido has maintained a permanent research facility at Delta Dome. Despite Bushido's attempts to annex the system, the League considers Salin a dependency of cultural significance held in trust by the entire League and maintains a small CLSF ground contingent to protect the site from unauthorised entry. Perhaps to spite the League, KUSAI has issued permits to private applicants to explore the Catacombs. Salin's population of 30,000 people is centred on Delta Town and consists mostly of private citizens and organisations intent on finding unknown treasures deep underground. The CLSF's attempt to limit the arrival of new treasure-hunters is mostly enforced by the refusal to authorise any sort of starport facilities on the planet. Only the fusion-smoothed stone pads at KUSAI and a few pads for the private use of registered treasure hunters can accommodate landing ships and no pad can support ships larger than 1,000 tons displacement.

I'SRED*NI HEPTAD

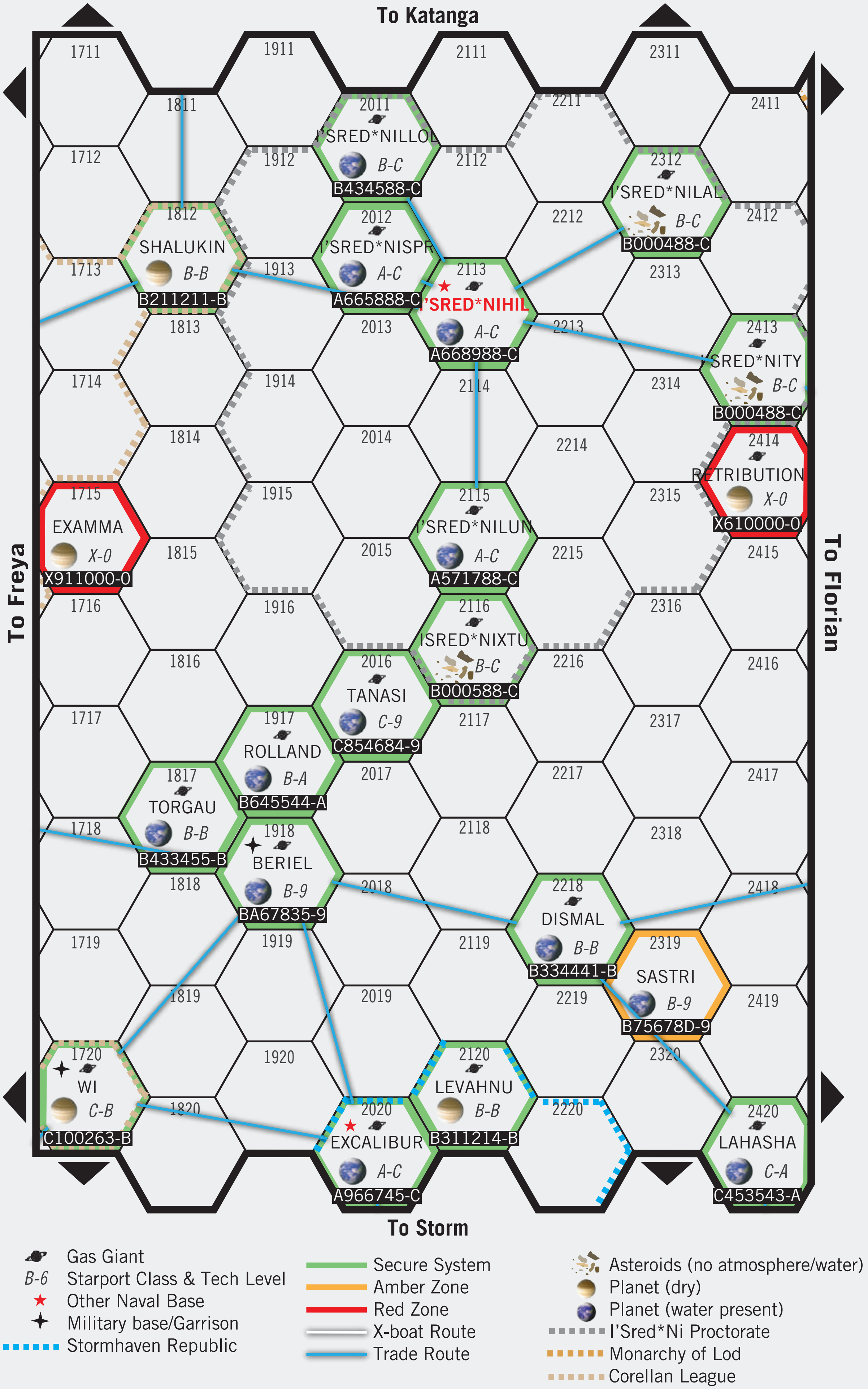
The I'Sred*Ni Heptad consists of 20 systems and has a population of approximately 8.3 billion of which more than 7.5 billion are members of the Sred*Ni race. Of Humaniti's 735 million inhabitants residing on 11 worlds across the subsector, 600 million are residents of the independent world of Beriel. The subsector is dominated by the I'Sred Protectorate – sometimes called the Heptad – which controls seven systems and only allows visitors under very controlled circumstances. The dead world of Retribution remains a reminder of the determination of the Sred*Ni to protect their borders.

Although the worlds of Heptad act as a barrier to most trade, the peripheries of subsector are crossroads for The Beyond. The port of Shalukin is not only one of two authorised trading interfaces to the I'Sred Protectorate but also the link to Tartakover and trade routes to the Principality of Bruhkarr, Katanga Empire and eventually the Third Imperium. To rimward Wi and Beriel provide jump-3 access to Excalibur in the Stormhaven Republic and through Dismal to points trailing leading to the Florian League and Aslan Hierate.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Beriel	1918	M	BA67835-9	Ri			G
Dismal	2218		B334441-B	Ni			G
Examma	1715		X911000-0	Ba Ic	R		
Excalibur	2020	N	A966745-C	Ag Ht Ri		Stormhaven Republic	G
I'Sred*Nihil	2113	N	A668988-C	Hi Ht		I'Sred Protectorate	G
I'Sred*Nilal	2312		B000488-C	As Ht Ni Va		I'Sred Protectorate	G
I'Sred*Nillol	2011		B434588-C	Ht Ni		I'Sred Protectorate	G
I'Sred*Nilun	2115		A571788-C	Ht		I'Sred Protectorate	G
I'Sred*Nispr	2012		A665888-C	Ga Ht Ri		I'Sred Protectorate	G
I'Sred*Nity	2413		B000488-C	As Ht Ni Va		I'Sred Protectorate	G
I'Sred*Nixtu	2116		B000588-C	As Ht Ni Va		I'Sred Protectorate	G
Lahasha	2420		C453543-A	Ni Po			G
Levahnu	2120		B311214-B	Ic Lo		Stormhaven Republic	G
Retribution	2414		X610000-0	Ba	R		G
Rolland	1917		B645544-A	Ag Ni			G
Sastri	2319		B75678D-9	Ag Ga	A		
Shalukin	1812		B211211-B	Ic Lo		Corellan League	
Tanasi	2016		C854684-9	Ag Ni			G
Torgau	1817		B433455-B	Ni Po			G
Wi	1720	M	C100263-B	Lo Va		Corellan League	G



I'SRED*NI HEPTAD SUBSECTOR


To Katanga
To Freya
To Florian
To Storm
1711
1911
2111
2311
1811
2011 I'SRED*NILLOL B-C B434588-C
2211
2411
1712
1912
2112
1812 SHALUKIN B-B B211211-B
2012 I'SRED*NISPR A-C A665888-C
2212
2312 I'SRED*NILAL B-C B000488-C
2412
1713
1913
2113 I'SRED*NIHIL A-C A668988-C
2313
1813
2013
2213
2413 I'SRED*NITY B-C B000488-C
1714
1914
2114
2314
1814
2014
2214
2414 RETRIBUTION X-0 X610000-0
1715 EXAMMA X-0 X911000-0
1915
2115 I'SRED*NILUN A-C A571788-C
2315
1815
2015
2215
2415
1716
1916
2116 ISRED*NIXTU B-C B000588-C
2316
1816
2016 TANASI C-9 C854684-9
2216
2416
1717
1917 ROLLAND B-A B645544-A
2117
2317
1817 TORGAU B-B B433455-B
2017
2217
2417
1718
1918 BERIEL B-9 BA67835-9
2118
2318
1818
2018
2218 DISMAL B-B B334441-B
2418
1719
1919
2119
2319 SASTRI B-9 B75678D-9
1819
2019
2219
2419
1720 WI C-B C100263-B
1920
2120 LEVAHNU B-B B311214-B
2320
1820
2020 EXCALIBUR A-C A966745-C
2220
2420 LAHASHA C-A C453543-A
Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
✦ Military base/Garrison
Stormhaven Republic
Secure System
Amber Zone
Red Zone
X-boat Route
Trade Route
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)
I'Sred*Ni Proctorate
Monarchy of Lod
Corellan League

BERIEL

Beriel is high gravity but otherwise temperate and habitable world in orbit around a G9-type main sequence sun. It was colonised in 423 by the followers of Beriel Andreesen, a failed claimant to the throne of the Tizon Empire in the Sword Worlds.

Beriel and his descendants ruled as absolute dictators for two centuries, until his line failed after the death of Astrid II in 631 during Astrid's Plague, an epidemic that killed a quarter of the population and left the economy in ruins. Aid from the Corellan League stabilised the faltering world and provided a cure to the plague but with the growing Federalist movement working towards centralisation, Beriel rejected membership in the League. Instead Beriel accepted Imperial settlers to replenish its population and help set up a new feudal monarchy with the ruler elected by a moot of noble families.

Grants of fiefs and titles brought several wealthy families to Beriel; many of these had supported losing claimants in the Imperial Civil War. While Beriel's protectionist policies have brought technological progress to a standstill, it has shielded and helped develop local industry. A policy of generous land grants encouraged immigration and a strong court system protected businesses and the middle class from interference or appropriation by the nobility.

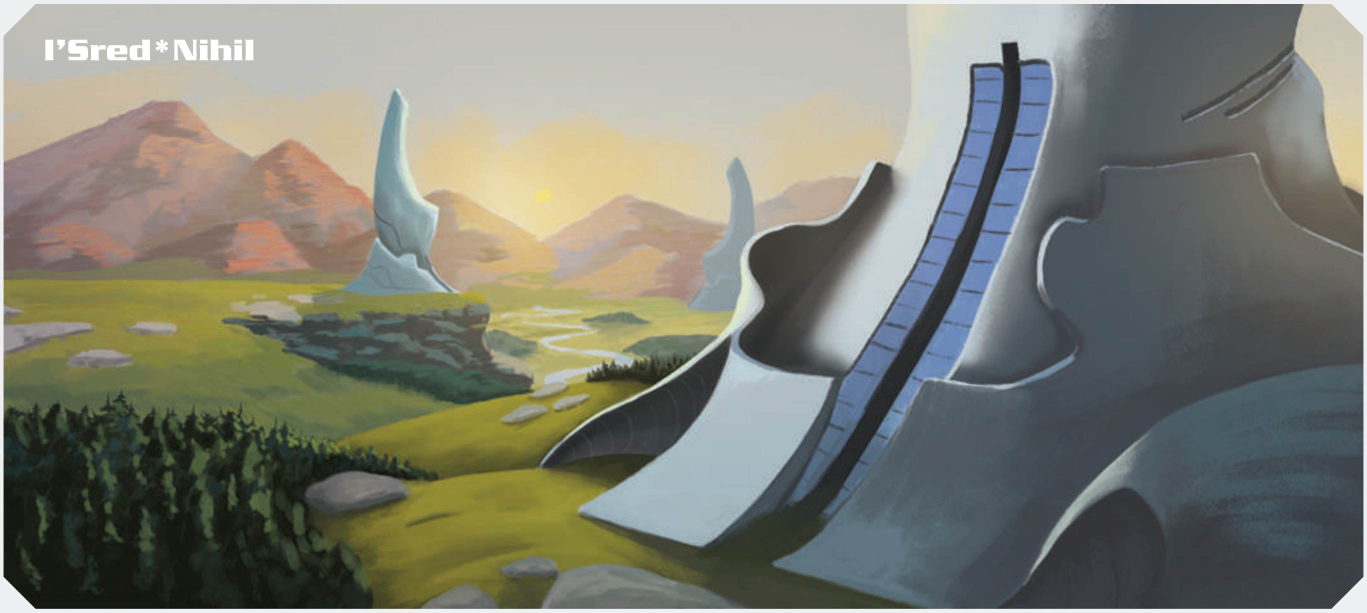
The result of centuries of stability and prosperity is a large landed population who enjoys a high standard of living and has experienced only limited unrest from the unrepresented lower classes.

I'SRED*NIHIL

The homeworld of the Sred*Ni is seldom visited by outsiders. Those few only experience it in carefully choreographed escorted tours. Although the physical characteristics of the world are well established, its history and culture are filtered through the lens of official Protectorate dogma.

Three-quarters the diameter of Terra and peppered with more than a dozen subcontinents, I'Sred*Nihil is a world with a wide variety of ecological niches defying generalisation. Of note is the small proportion of the surface affected by desertification and the prevalence of forest-like cover wherever rainfall patterns allow. Six billion inhabitants have not significantly upset the world's ecological balance. With low axial tilt and eccentricity, the world experiences little climatic change over the course of its year of 201 standard – 205 local – days duration.

The history of Sred*Ni civilisation is only known through the lenses of official Sred*Ni statements and sporadic observations by outside parties. Officially, Sred*Ni civilisation has always existed. Unofficially, evidence of Sred*Ni space travel and settlement of asteroids begins around -800. By Sred*Ni accounts, they observed occasional 'alien' transits of their system – presumably by Corellan or Aslan vessels – and in -113 seized a Corellan transport refuelling at their system's gas giant. Within a decade, the Sred*Ni had begun exploration of nearby systems and established the I'Sred Protectorate. Currently, more than one billion of the system's seven billion inhabitants reside in offworld habitats, mostly in the asteroid belt separating I'Sred*Nihil from the system's gas giant.


I'Sred*Nihil

Human understanding of Sred*Ni society is limited but those few who have travelled to their homeworld report vast arcologies with outbuildings blending into the surrounding wilderness. The hive nature of Sred*Ni society and apparent lack of individuality among the eight castes and three classes of the race leads to a 'natural' specialisation of duties. The telepathic linkage between individuals and an emphasis on fusion of biological and mechanical technology makes I'Sred*Nihil's society into a cohesive whole in which both population and infrastructure seem to merge and blend into the ecosystem of the world.

The few outside starships allowed to visit I'Sred*Nihil are confined to an isolated highport terminal. Visitors to the surface travel in specially equipped Sred*Ni vehicles and are carefully supervised in the few zones admissible to outsiders. For most of the few who visit the world, the feeling of alienness is overwhelming and unsettling.

SASTRI

A pleasant garden world of small cities and large plantations, Sastri has a reputation as an example of the dangers of over-regulation. Rules are everything on Sastri. Regulation covers everything from the size and shape of cutlery to the proper use of toilet paper. Pervasive surveillance enforces these regulations in all public and many private areas. The penalties for infractions are well documented and enthusiastically applied, ranging from fines to incarceration to mind-altering 'therapy'. The whole set of regulations is available for public download, although it would take many lifetimes to read the material. Still, ignorance of the law is no excuse as the documentation comes with a well-tuned search engine. Leniency to foreigners rarely applies.

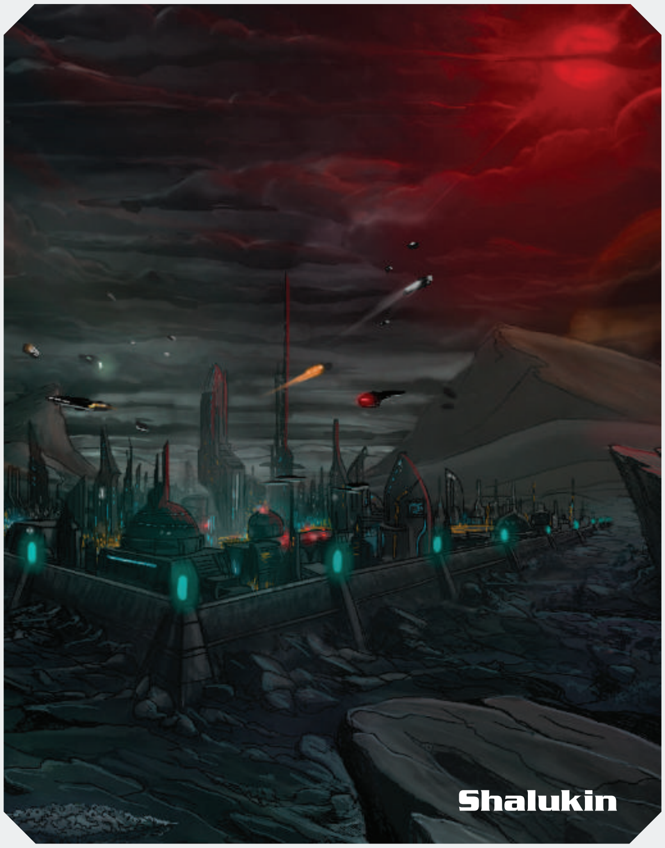
If the world was not on the only jump-2 route from the Stormhaven Republic to the Florian League and if the system had some other source of fuel, nobody would visit Sastri. As it is, landing at the downport (there is no highport) and completing authorisations for refuelling can take days. Attempting to refuel at the oceans or icecaps will result in five years' incarceration and a multi-million Credit fine. All ships and passengers – even those in transit – are subject to intrusive and exhaustive inspection and fined for infractions to rules no reasonable person would believe could exist. Sastri is why a strong market for collapsible and drop fuel tanks exists on both Levahnu and Tellus.

SHALUKIN

Shalukin is an unremarkable tiny cold world in orbit around a dim red dwarf whose brown dwarf companion has ejected most substantial worlds from the system. It is owned and operated by the Shalukin Consortium, a corporation dedicated to conducting official trade with the I'Sred Protectorate. The world is also the conduit of trade to Tartakover and points coreward and trailing, and is the entry point to the Corellan League for most Travellers from the Third Imperium.

Shalukin is home to an I'Sred Protectorate embassy, which inspects trading vessels bound for the Protectorate and authorises visas for visitors to the alien realm. While tourism is not a valid reason for travel, the Sred*Ni are relatively lenient in approving Corellan League visa applicants. They approve more Corellan applicants in a month – sometimes 20! – than their sister embassy at Web Edge approves in a full year.

Yet very few Corellan League trading vessels make the trip into the Protectorate. Instead, Sred*Ni starships transport most goods purchased or sold by their embassy. By treaty, neither the League nor the Protectorate maintain more than a few corvette- or frigate-class vessels at Shalukin but it is understood that both parties will react forcefully to any treaty violations, especially by a third party.


Shalukin

FLORIAN

The Florian subsector consists of 22 systems, 18 inhabited by a population of 7.67 billion of which seven billion reside on the Florian world of Peopus and 600 million on the human world of Lod. Besides Peopus, seven additional Florian worlds in the subsector account for another 66 million people. The rimward edge of the subsector marks the coreward edge of the Aslan Hierate but the subsector's three Aslan worlds account for less than 50,000 sophonts. Further ihatei encroachment into independent and lightly populated systems beyond its borders is limited by three parsec gaps and systems without ready fuel sources.

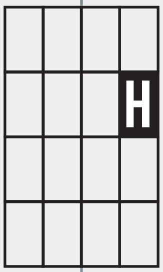
The spinward frontier of the Florian League dominates the subsector named for this polity. Testrous, a small world whose icy surface is melting under the light of a white giant star is the entry point to trade between the Florian League and the rest of The Beyond.

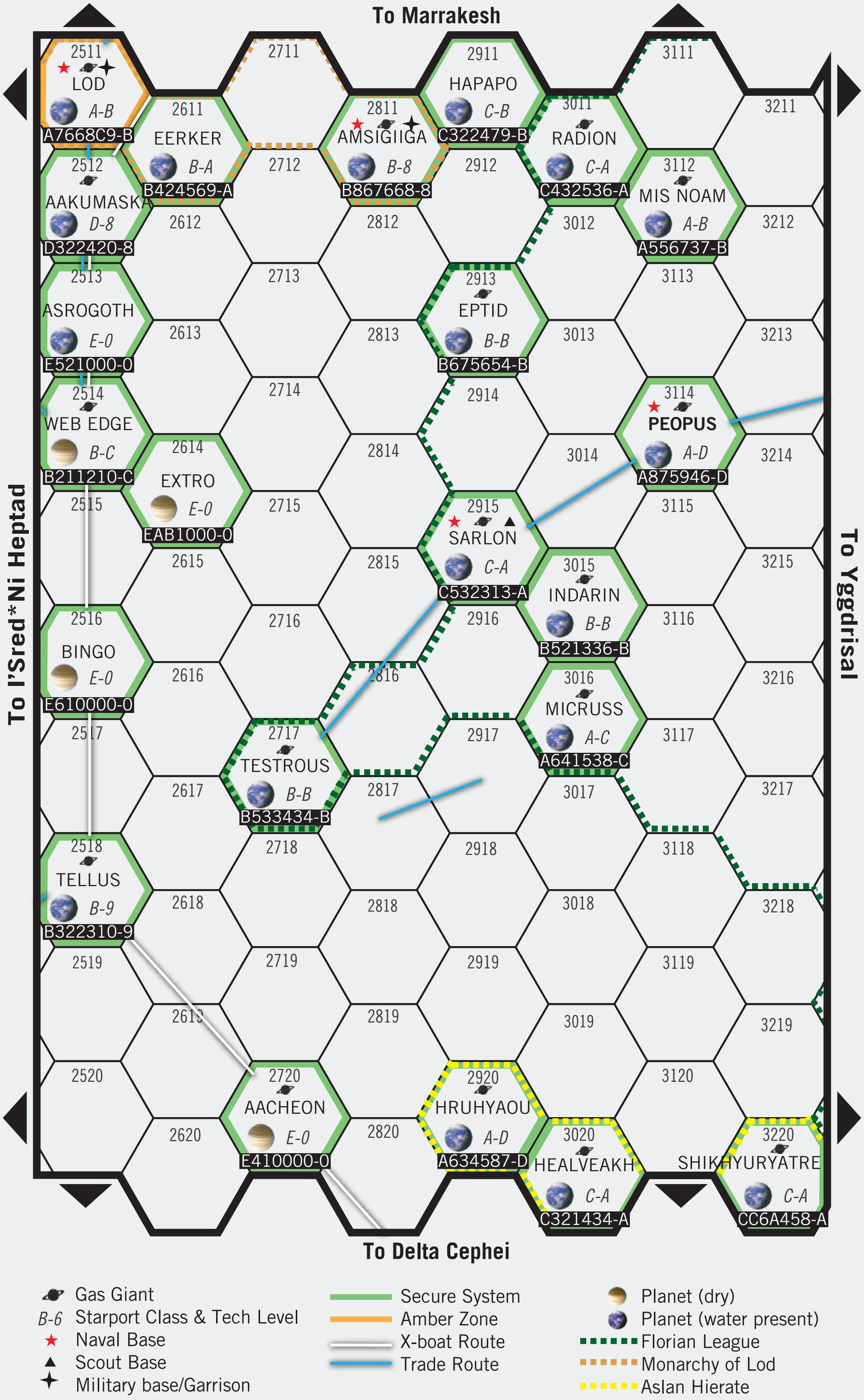
The regions spinward of Florian space consist of the Monarchy of Lod and a lightly populated corridor abutting Sred*Ni space that provides rimward trade routes to the Stormhaven Republic, the Imperial outpost of Delta Base at Delta Cephei and the Aslan Hierate. The system known as Bingo is a major obstacle within this corridor, as it has no readily available supply of hydrogen.

Aacheon, moon of the only surviving gas giant of an orange giant star, is an uninhabited waypoint on the route to Delta Cephei. It is home to a small cluster of looted ruins thought to be of Ancients origin but no significant finds have been reported in centuries. The gutted remains of a crashed Aslan Sakhai-class assault transport mark the failure of one expedition to find fortune on this desolate world.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Aacheon	2720		E410000-0	Ba			G
Aakumaska	2512		D322420-8	Ni Po			G
Amsigiiga	2811	N M	B867668-8	Ag Ga Ni Ri		Monarchy of Lod	G
Asrogoth	2513		E521000-0	Ba Po			
Bingo	2516		E610000-0	Ba			
Eerker	2611		B424569-A	Ni		Monarchy of Lod	
Eptid	2913		B675654-B	Ag Ni		Florian League	G
Extro	2614		EAB1000-0	Ba Fl			
Hapapo	2911		C322479-B	Ni Po			
Healveakh	3020		C321434-A	Ni Po		Hierate	G
Hruhyaou	2920		A634587-D	Ht Ni		Hierate	G
Indarin	3015		B521336-B	Lo Po		Florian League	G
Lod	2511	N M	A7668C9-B	Ga Ri	A	Monarchy of Lod	G
Micruss	3016		A641538-C	Ht Ni Po		Florian League	G
Mis Noam	3112		A556737-B	Ag		Florian League	G
Peopus	3114	N	A875946-D	Hi Ht In		Florian League	G
Radion	3011		C432536-A	Ni Po		Florian League	G
Sarlon	2915	N S	C532313-A	Lo Po		Florian League	G
Shikhyuryatre	3220		CC6A458-A	Ni Wa		Hierate	G
Tellus	2518		B322310-9	Lo Po			G
Testrous	2717		B533434-B	Ni Po		Florian League	G
Web Edge	2514		B211210-C	Ic Ht Lo			G

FLORIAN SUBSECTOR




To Marrakesh
To I'Sred*Ni Heptad
To Yggdrisal
To Delta Cephei
2511 LOD A-B A7668C9-B
2512 AAKUMASKA D-8 D322420-8
2513 ASROGOTH E-0 E521000-0
2514 WEB EDGE B-C B211210-C
2515
2516 BINGO E-0 E610000-0
2517
2518 TELLUS B-9 B322310-9
2519
2520
2611 EERKER B-A B424569-A
2612
2613
2614 EXTRO E-0 EAB1000-0
2615
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2716
2717 TESTROUS B-B B533434-B
2718
2719
2720 AACHEON E-0 E410000-0
2811 AMSIGIIGA B-8 B867668-8
2812
2813
2814
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2816
2817
2818
2819
2820
2911 HAPAPO C-B C322479-B
2912
2913 EPTID B-B B675654-B
2914
2915 SARLON C-A C532313-A
2916
2917
2918
2919
2920 HRUHYAOU A-D A634587-D
3011 RADION C-A C432536-A
3012
3013
3014
3015 INDARIN B-B B521336-B
3016 MICRUSS A-C A641538-C
3017
3018
3019
3020 HEALVEAKH C-A C321434-A
3111
3112 MIS NOAM A-B A556737-B
3113
3114 PEOPUS A-D A875946-D
3115
3116
3117
3118
3119
3120
3211
3212
3213
3214
3215
3216
3217
3218
3219
3220 SHIKHYURYATRE C-A CC6A458-A
Gas Giant
B-6 Starport Class & Tech Level
★ Naval Base
▲ Scout Base
✦ Military base/Garrison
Secure System
Amber Zone
X-boat Route
Trade Route
Planet (dry)
Planet (water present)
Florian League
Monarchy of Lod
Aslan Hierate

LOD

Lod orbits in the middle of the habitable zone of a G1-type main sequence star with a distant red dwarf companion. The planet is listed as a garden world and lives up to its designation, with a diverse ecosystem of mixed native and invasive species that has reached equilibrium in the past few centuries. Two medium-sized moons orbit the world and in combination with the red dwarf companion they light the night in a reddish twilight. Seasonal variations and severe weather are limited by low eccentricity and axial tilt, and by the four major continents that break up the world ocean.

Lod was settled from the Imperium in 631 in the wake of the Civil War by a consortium of noble families. Archaeologists have uncovered evidence of an earlier settlement, perhaps originating from the Sindalian Diaspora, but the colony apparently died out within a few generations and is not recorded in Corellan archives.

Lod is the capital of the three-system Monarchy of Lod, ruled by a monarch elected by its major noble families. It is a very elitist society; nobles rule with relative impunity, subject only to the arbitrary authority of the monarch and royal ministries. The nobility consists of 16 duchies – the Major Houses – and more than 100 Minor Houses of counts, marquises and barons, matching the Imperial model.

The nobility rules the world through urban and rural fiefs, mostly of land but also of monopolies in key industries. Within each fief, subjects – meaning all but the ruling families – are subject to *The Law of The Manor*, which covers local law enforcement, licensing and judicial matters for most issues. However, crimes with serious penalties, such as murder or crimes affecting the Monarchy or which cross multiple jurisdictions are subject to the royal courts, answerable to the Minister of Justice and the monarch.

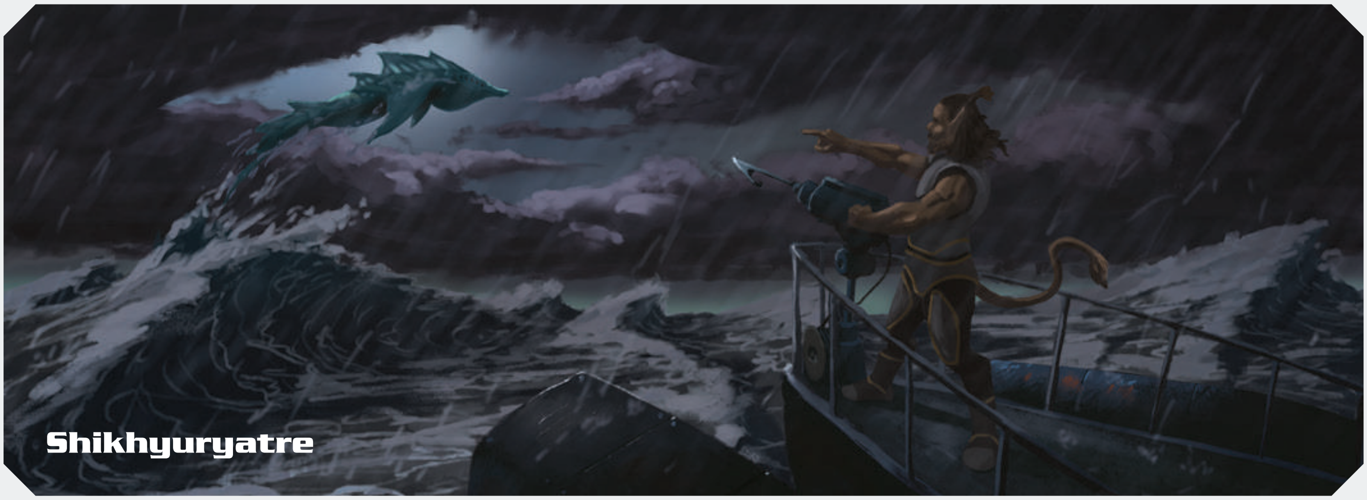
Nobles dominate the oversized, ostentatious but only marginally capable Royal Lod Space Force. A small class of technocrats enjoys some privilege but the masses – generally referred to as proles – live like serfs. Colonists on Amsigiiga enjoy slightly greater privileges and exiling troublemakers to the world is a useful social safety valve.

SHIKHYURYATRE

The super-earth planet of Shikhyuryatre is covered in a world ocean. With gravity exceeding 1.6G and a constant cyclone surrounding the tidally locked planet's bright pole, it is an unlikely candidate for habitation but the Aslan Hierate has long maintained a station in orbit above the planet and the Hkoauiyeao clan constructed a large floating platform on the sea below.

The world has become a tourist destination for Aslan eager to test themselves in fishing expeditions for the 100-metre-long iliisupashkashgek. It matters little that these eel-like swimmers are filter-feeders, since braving the sea in hunting catamarans is most of the challenge. Visitors can rent a catamaran, complete with mag rail-driven harpoon guns, guides and crew and set out to hunt the giant sea creatures. A skull is often 10 or more metres long, making transport of a trophy an expensive proposition. Despite the technological advantages of the hunters, less than one in 16 return with a trophy and one in 64 do not return at all.

The Imperial Interstellar Scout Service completed a detailed examination of the behaviours of the iliisupashkashgek and issued a report alluding to the possibility that these giant creatures may be intelligent. Publishment of the report in 1073 caused the expulsion of all humans from the world, although exceptions are still made for those with a valid clan-issued hunting permit.

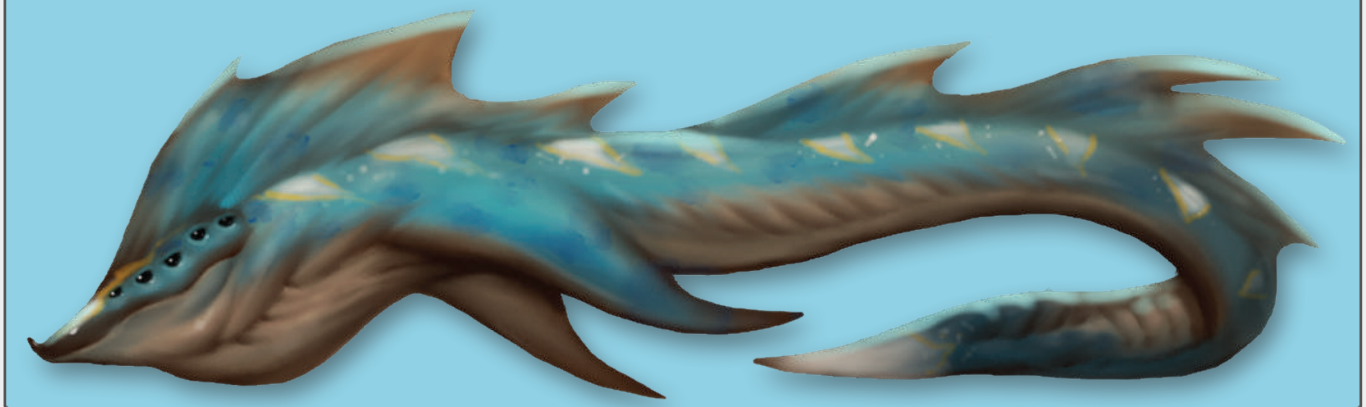

Shikhyuryatre

ILIISUPASHKASHGEK

The iliisupashkashgek is a filter feeder that swims the world ocean of Shikhyuryatre devouring tens of tons of krill-like creatures every day. Recorded in lengths exceeding 150 metres, the 'ili' resembles an eel with small forward and rear sets of flippers and a flat tail. Normally solitary, the ili spends most of its time near the surface and often breaches to churn up its meal but it can dive up to a kilometre beneath the waves of its high-gravity world. Rumours of intelligence are based more on patterns of its intricate mating song than any behavioural traits, although individuals have been known to take measures to ambush hunting parties, capsizing catamarans and smashing the survivors with flippers before diving deep to emerge many kilometres away.

Iliisupashkashgek

Animal	**Hits**	**Speed**
Iliisupashkashgek	300	9m
Skills	Melee (natural) 1, Recon 1, Survival 1	
Attacks	Flipper (6D)	
Traits	Armour (+10), Large (+6)	
Behaviour	Filter	



WEB EDGE

Web Edge is the name given to both the base and the moon of a small gas giant in orbit just outside the jump shadow of a pair of closely orbiting red dwarf stars. The base built into the floor of a small icy crater is operated by the Web Edge Consortium. It is the only trading port other than the Corellan League's Shalukin outpost authorised to trade with the Sred*Ni.

Methane geysers give the world a trace atmosphere and occasionally leave a frosty residue on the surface, confining most of the base and its landing pads to a subterranean warren of tunnels cut through the solid water ice and rock mix of the moon's crust. Large warehouse caverns normally sit mostly empty but trade has continued since the I'Sred Protectorate established a small embassy within the complex in 648. The embassy normally authorises trading visas and trades goods directly, transferring them from Sred*Ni ships to the warehouses or straight to waiting freighters.

The Web Edge Consortium has changed ownership over the centuries. Its current shareholders are corporations from the Third Imperium, Aslan Hierate and Monarchy of Lod. Recently, the shares of the Faer Godaedgivaezklae Corporation out of Thoznaen were confiscated after suspicion of links to pirate activity. An appeal is pending but the Consortium is concerned an unfavourable ruling may result in a corsair response. As a result Aslan and Lod destroyer-class vessels have increased their presence in orbit and at the gas giant to protect the base from possible retribution.

ZYDAR

Zydar consists of 23 systems and 8.7 billion sophonts, of which eight billion reside on Zydar. Prior to 930 the subsector and that world were known as Tirost.

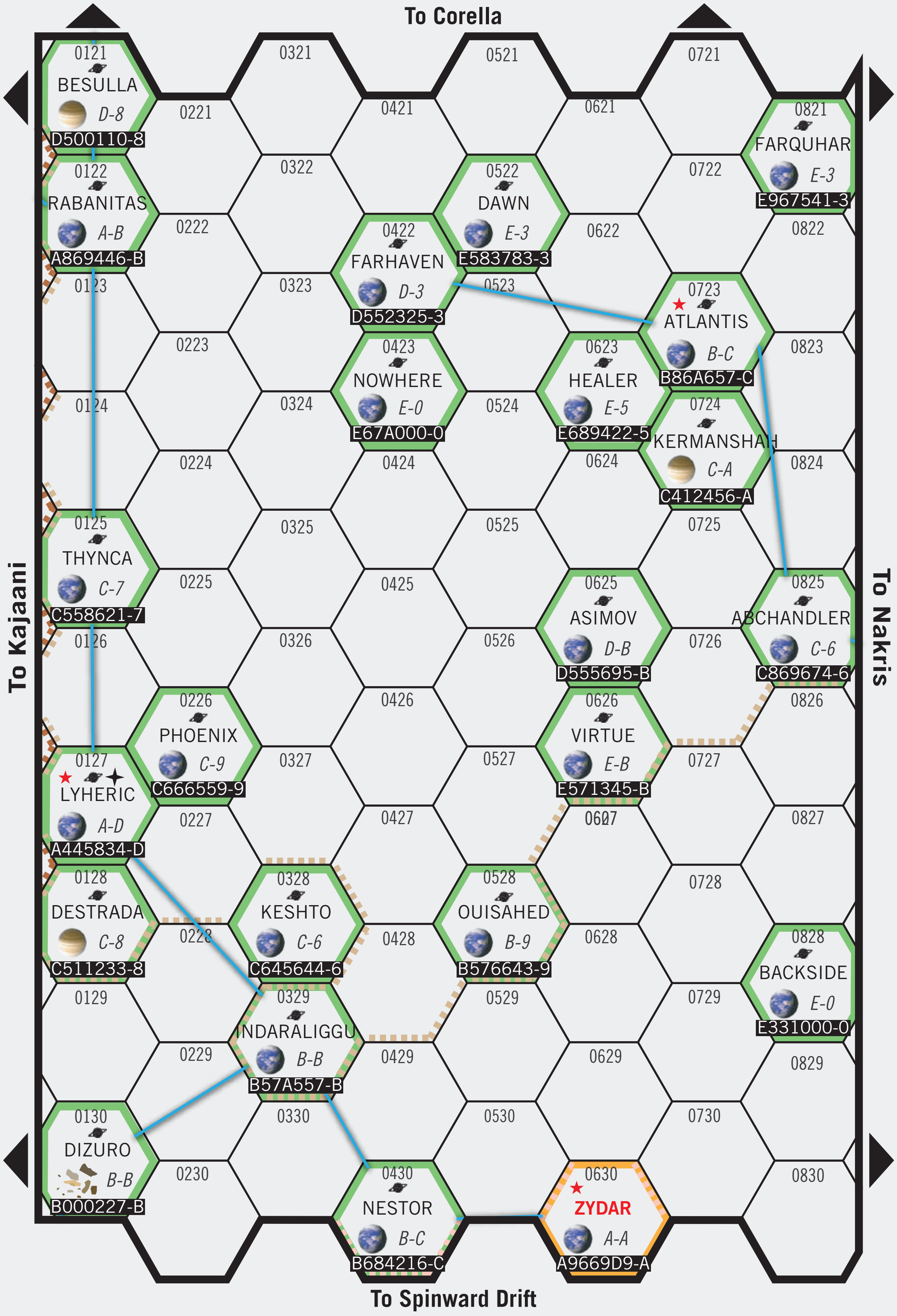
Eighteen systems and nearly the entire remaining population resides within the Corellan League, with Keshto being the only unaligned world with any significant population. Keshto was settled by Sindalian refugees in -1400 and has maintained its independence ever since, while the rest of the subsector was settled by Corellan colonists or refugees fleeing Aslan expansion over the course of two millennia.

Of the remaining unaligned systems, Nestor is owned by the Gateway Consortium, Dizuro by a small cooperative of belters and Backside is uninhabited, although its many planetoids and moons are suspected of holding smuggling, pirate or Zydarian Star Legion outposts – as if there was much difference. Backside is often swept by patrols out of the Nakris Confederation.

Except for Lyheric and Atlantis, the subsector is a backwater of the League, difficult to traverse without the longer ranged starships produced by the yards at Lyheric. The spinward margins of the subsector trade as much with the Kajaani Triumvirate as with the rest of the Corellan League.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giant
Abchandler	0825		C869674-6	Ni Ri		Corellan League	G
Asimov	0625		D555695-B	Ag Ni		Corellan League	G
Atlantis	0723	N	B86A657-C	Ht Ni Ri Wa		Corellan League	G
Backside	0828		E331000-0	Ba Po			G
Besulla	0121		D500110-8	Lo Va		Corellan League	G
Dawn	0522		E583783-3	Lt Ri		Corellan League	G
Destrada	0128		C511233-8	Ic Lo		Corellan League	G
Dizuro	0130		B000227-B	As Lo Va			G
Farhaven	0422		D552325-3	Lo Lt Po		Corellan League	G
Farquhar	0821		E967541-3	Ag Lt Ni		Corellan League	G
Healer	0623		E689422-5	Ni Lt		Corellan League	G
Indaraliggu	0329		B57A557-B	Ni Wa		Corellan League	G
Kermanshah	0724		C412456-A	Ic Ni		Corellan League	G
Keshto	0328		C645644-6	Ag Ni			G
Lyheric	0127	N M	A445834-D	Ht		Corellan League	G
Nestor	0430		B684216-C	Ht Lo			G
Nowhere	0423		E67A000-0	Ba Wa		Corellan League	G
Ouisahed	0528		B576643-9	Ag Ni		Corellan League	G
Phoenix	0226		C666559-9	Ag Ga Ni		Corellan League	G
Rabanitas	0122		A869446-B	Ni		Corellan League	G
Thynca	0125		C558621-7	Ag Ni		Corellan League	G
Virtue	0626		E571345-B	Lo		Corellan League	G
Zydar	0630	N	A9669D9-A	Hi	A	Zydarian Codominium	

ZYDAR SUBSECTOR


To Corella
To Kajaani
To Nakris
To Spinward Drift
0121
BESULLA
D-8
D500110-8
0122
RABANITAS
A-B
A869446-B
0123
0124
0125
THYNCA
C-7
C558621-7
0126
0127
LYHERIC
A-D
A445834-D
0128
DESTRADA
C-8
C511233-8
0129
0130
DIZURO
B-B
B000227-B
0221
0222
0223
0224
0225
0226
PHOENIX
C-9
C666559-9
0227
0228
0229
0230
0321
0322
0323
0324
0325
0326
0327
0328
KESHTO
C-6
C645644-6
0329
INDARALIGGU
B-B
B57A557-B
0330
0421
0422
FARHAVEN
D-3
D552325-3
0423
NOWHERE
E-0
E67A000-0
0424
0425
0426
0427
0428
0429
0430
NESTOR
B-C
B684216-C
0521
0522
DAWN
E-3
E583783-3
0523
0524
0525
0526
0527
0528
OUISAHED
B-9
B576643-9
0529
0530
0621
0622
0623
HEALER
E-5
E689422-5
0624
0625
ASIMOV
D-B
D555695-B
0626
VIRTUE
E-B
E571345-B
0627
0628
0629
0630
ZYDAR
A-A
A9669D9-A
0721
0722
0723
ATLANTIS
B-C
B86A657-C
0724
KERMANSHAH
C-A
C412456-A
0725
0726
0727
0728
0729
0730
0821
FARQUHAR
E-3
E967541-3
0822
0823
0824
0825
ABCHANDLER
C-6
C869674-6
0826
0827
0828
BACKSIDE
E-0
E331000-0
0829
0830

Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
✦ Military base/Garrison

🟩 Secure System
🟧 Amber Zone
— Trade Route
▪▪▪ Kajaani Triumverate

Asteroids (no atmosphere/water)
● Planet (dry)
● Planet (water present)
▪▪▪ Corellan League
▪▪▪ Zydarian Codominium

ATLANTIS

As its name implies, Atlantis is a water world with almost no landmass. Most of its crust is beneath 6–10 kilometres of water. Only a single subcontinental shelf approaches sea level. Other than a few volcanic peaks and atolls, only one significant body of land – a 30,000 square kilometre island also named Atlantis – rises above the oceans. This island holds nearly the entire population of five million.

Atlantis orbits a Sol-like star and its circular orbit and mild axial tilt provides a stable climate. The main island is located at the southern extreme of its sunken subcontinent in the temperate zone but the small islands in the tropical zone to the north support a number of luxury resorts catering to the local elite and the few offworld tourists who travel to the distant system.

Atlantis was settled from Valhalla in 335 and granted independence by its Valhallan rulers in 735 in an attempt to shore up support for the doomed Federal Constitution. At the time, the Atlantian-run Cariba Consortium bought rights to the Valhalla's struggling Emptor colony and, after Cariba's bankruptcy in 864, the Atlantian government assumed control of the rather unpleasant frigid world of Emptor.

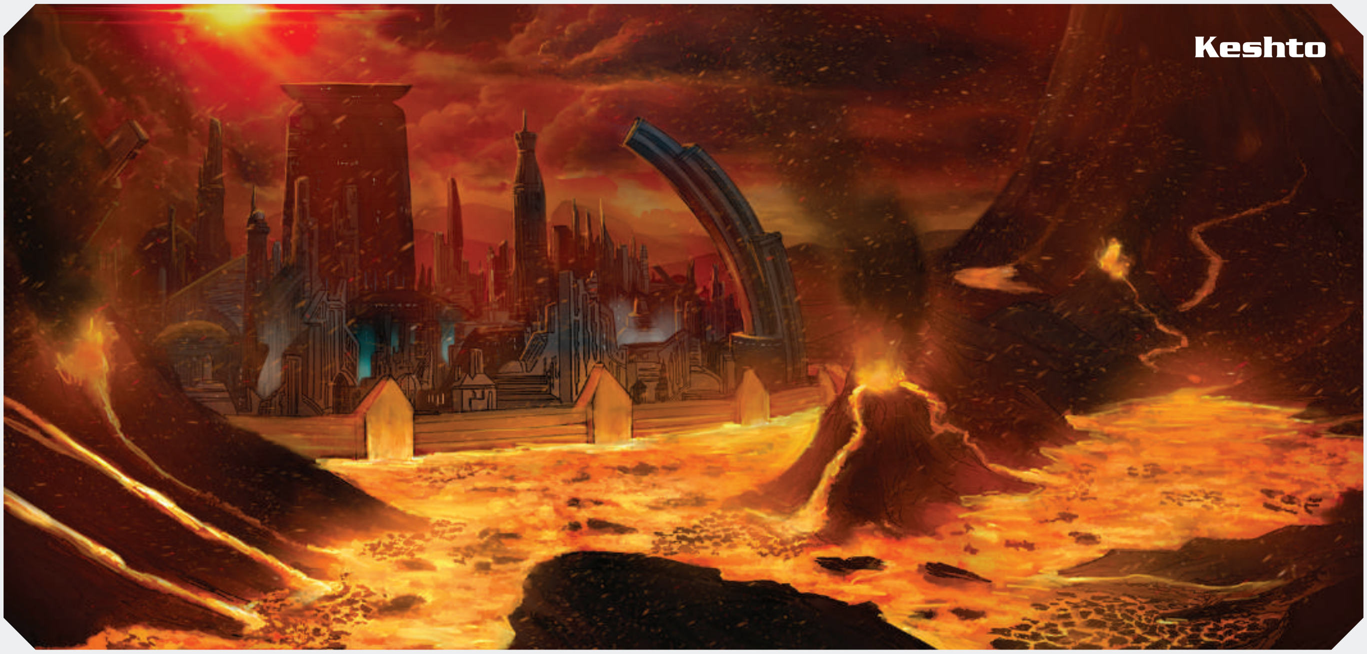
Atlantians enjoy a high standard of living, supported by a large robotic and clone workforce. The world is home to several Consortia operating in the backwater regions of the Zydar and Nakris subsectors and continues to see significant investment from Valhallan enterprises looking to expand their markets.

KESHTO

Keshto is a medium sized world in orbit around a red dwarf star. Like nearby Lyheric, Keshto was saved from solar tidal lock by becoming locked to a large close moon. The lock gives the world a 52-hour day and prevents lunar tides but Keshto's proximity to its sun drives solar tides that leave the coastal regions of the world uninhabitable and continue to cause significant volcanic activity on the six billion year-old planet.

Keshto was settled around -1400 by a small group of Sindalian refugees who had planned to settle nearby Phoenix but were forced down by failing drives two parsecs short of their goal. The records of the early years of colonisation faded into mythology after the world's inadequate infrastructure collapsed. The settlement fell back into an agrarian society on a world barely kept temperate by its near-continuous volcanic activity and high concentration of carbon dioxide. According to Corellan records, Keshto was first contacted in -1137 but Keshti mythology describes two earlier contacts that ended with violence and exploitation. As a result, the Keshti have rejected repeated overtures to join the League and have remained distrustful of offworlders and their technology.

In recent years, homegrown technology has brought the Keshti back into the industrial age and their distrust of the League has subsided. They have built a starport capable of offering limited service to starships but retain high tariffs and strict visa requirements for those travelling outside the surrounding Keshto Startown Economic Zone. A League embassy opened in 1099 but preliminary discussions on membership have stalled.


Keshto

The Keshti are a proud self-reliant people. Their dialect of Galanglic suffers from two and a half millennia of isolation and is incomprehensible without a translator. Even Keshti who learn standard Galanglic retain idiosyncratic grammar and pronunciation and seem to take delight in being difficult to understand.

LYHERIC

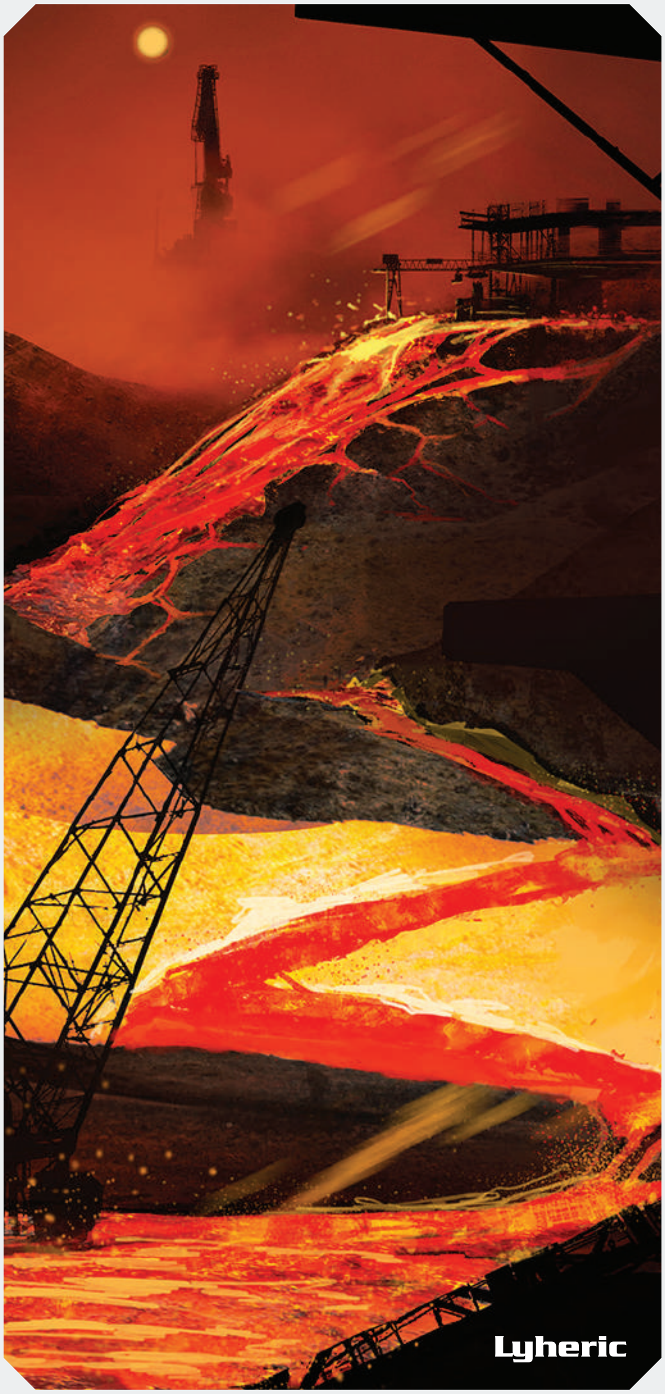
Occupying the rim-spinward flank of the Corellan League, Lyheric is one of the leading worlds of the League in both industry and technology. Its culture is in many ways a twin of Corella and it provides stability to this isolated region of the League.

Orbiting the brighter of a widely separated pair of red dwarf stars, Lyheric avoids tidal lock with its sun by being tidally locked to its large moon Osric (A200664-D). The collision forming what is essentially a double planet system also churned heavy metals and rare earths to the surface of both worlds, contributing to the mining boom that originally brought people and industry to this far corner of the League. The 63-hour day of the twin worlds is broken up by the noontime eclipse, which causes an hour-long 'short night' but still stretches the daily cycle of Lyheric life beyond 31 hours. Occasional megaflares have depleted the ozone layer of the world and heavy volcanism contributes to a foul atmosphere. This confines most of the population to large arcologies where they focus on manufacturing and service industry jobs far removed from the now automated mines.

After the failed attempt to liberate Halifax in the First Expedition against the Aslan, a small group of refugees from Halifax settled Lyheric in -594. What started as a mining settlement on a harsh world expanded during the centuries as careful investment by Corellan Great Houses and Consortia built up local industry to supply this distant region of the League. Lyheric has always been an independent member of the League and was a major proponent of the Federal Constitution.

Since the secession of the Kajaani Triumvirate in 705 and the withdrawal of Zydar in 930, Lyheric has increasingly become the focus of the League's power to rimward and spinward. With a focus on quality manufacturing and generous research budgets, the world remains the leader in producing high-tech and high-quality goods.

The world retains many ties to Corella, persisting in the form of once junior branches of the Corellan Great Houses that evolved into the associated but independent Lyherican Great Houses. Heavily interconnected Lyherican Great Houses and Consortia dominate Lyheric's political and economic life. The government consists of the House of Notables, which includes representatives from both groups and appoints a Chancellor and the Cabinet of Ministers. Government services follow the Corellan model of providing a basic income, free health care, education and entertainment to the masses, leading to a general sense of freedom and low social unrest. A meritocracy within the lower and middle levels of industry and government provides limited mobility for those who are not born among the elite.


Lyheric

As with Corella, the lowest classes and heavier laborers consist of robots and force-grown genetically engineered clones whose harsh existences provide prosperity to the human population; as on Corella the use of clone labour has raised ethical concerns. A significant portion of the government wants to discontinue their use and switch to an all robot menial labour force. As unsanctioned attempts to liberate clones have not led to good outcomes, the likely scenario will involve a ban on clone creation and natural attrition of the sterile short-lived beings who were designed for no other purpose than specialised labour.

ZYDAR

Settled as Tirost in -573 by refugees from worlds overrun by Aslan *ihatei*, the world was renamed Zydar when the Duality Prophet Zydar seized control in 930. As capital of the Zydarian Codominium, the world is the centre of power for the Zydarian Star Legion, a source of instability across the non-Corellan regions of the rim-spinward quadrant of The Beyond.

Zydar is a dense world with a surface gravity of 1.21 standard. It resides in the habitable zone of its G2-type star and experiences temperate conditions over large portions of two of its three major continental land masses. The third continent, Hyborea, covers the northern polar regions down to the 30th parallel and is cold and arid across much of its rugged interior. With an axial tilt of 31°, Zydar experiences significant seasonal variation but large areas of the continents of Arcadia and Elysium are suitable for agriculture. Native life was not well advanced prior to colonisation and invasive species have overtaken local organisms in many of the ecological niches on land.

Far from the settled regions of the Corellan League and away from most of the settlements dating to the Sindalian Diaspora, the world once known as Tirost was reasonably habitable but remained available until -573 when it became a refuge for those who had fled Halifax and Oberon in the previous century.

Tirost was an agricultural world for its first millennium after colonisation, exporting a variety of delicacies to Lyheric and beyond. Population growth and an influx of settlers from the Third Imperium during the Great Pulse of settlement changed the nature of society. The decentralised government fragmented across the three continents, then fragmented again, leading to the First Tirost World War of 804–816. The conflict ended with the establishment of seven independent nations who maintained an uneasy truce. The truce broke down in the Second Tirost World War of 894–899 and again in the Third in 926–930.

The Third Tirost World War ended not in military victory, armistice or compromise but a popular revolution led by the former Zymiron Argabenton – known as the Duality Prophet Zydar – who led his followers to demand peace in popular nonviolent protests across all seven warring states.

Zydar declared the Zydarian Codominium – based on his claimed possession of both a human and an Ancients soul – and his followers quickly seized control of the world's faltering governments. He renamed the world after himself and withdrew from the Corellan League, which he asserted had done nothing to prevent the suffering of the wars. After the Great Realignment of 931–935 – which caused as much suffering and dislocation as the last two World Wars – the world experienced a period of stability that led most of the population to accept the theocratic rule of Zydar and his Disciples.

Zydar – seen by outside observers as part prophet, part pirate and part con man – allegedly still lives but has not made a personal appearance since his 200th birthday celebration in 1065.

After the declaration of the Codominium, the population of Zydar began to grow rapidly, reaching one billion by 980 and stabilising at eight billion by 1100. The Codominium is a theocracy, with Zydar's Disciples ruling a bureaucratic state, which organises tithes and controls most aspects of daily lives. Economic activity is based on free enterprise principles but the Codominium is a 10% shareholder or 'tithe holder' of all enterprises and guaranteed a seat on every corporate board.

The people of Zydar spend one day of six in worship and one in rest but labour the other four days of the week, often for 14 hours of the world's 28-hour days. To the surprise of outside observers, the economy functions with great efficiency. The Tech Level of the world had lagged seriously during the age of the Tirostian World Wars but is beginning to catch up to Corellan League levels. Visitors are welcome, although expected to observe reverence for Zydar and constantly encouraged to convert to his worship.

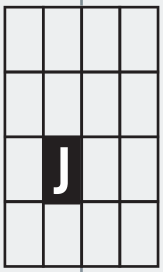
NAKRIS

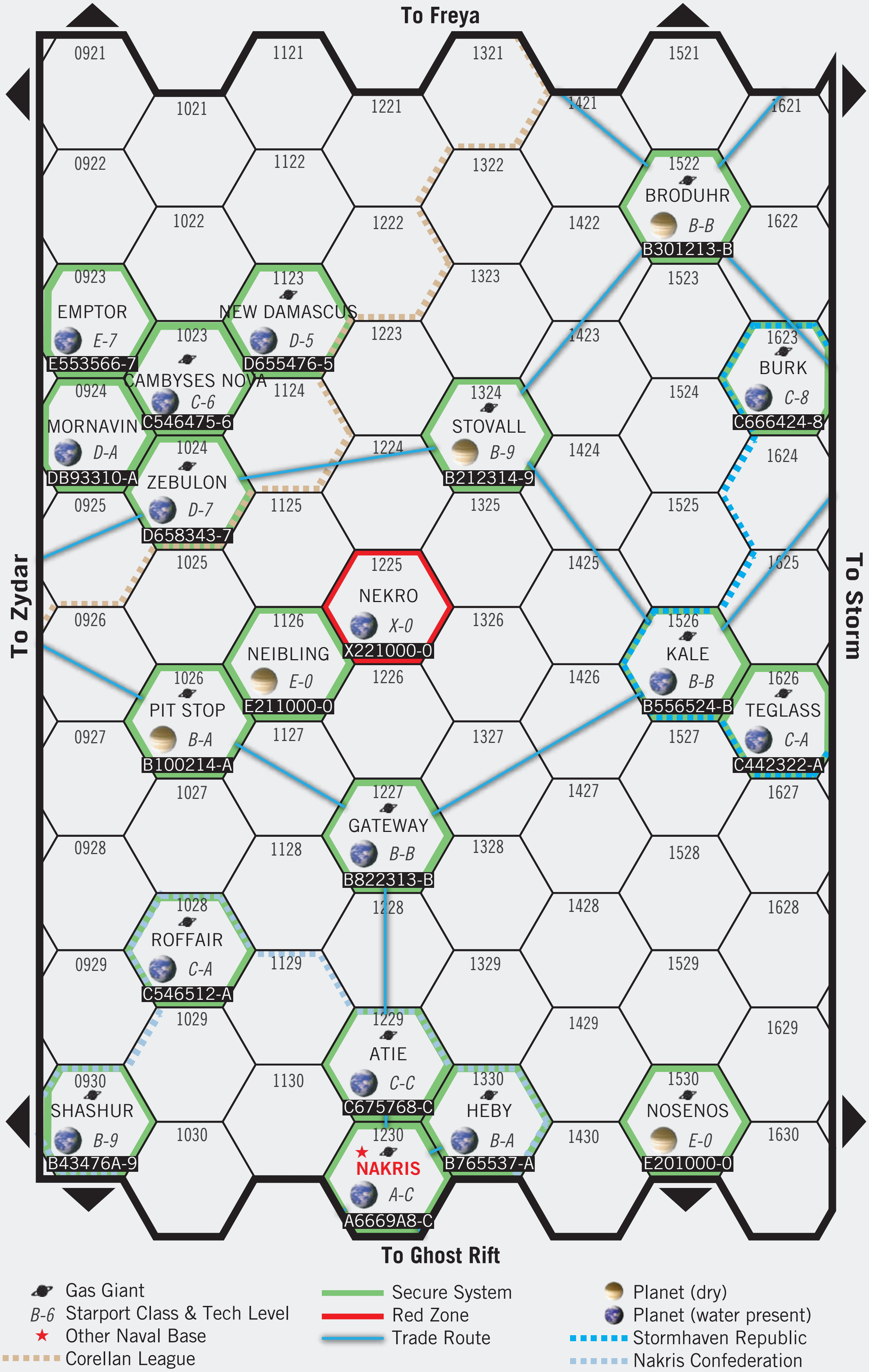
The Nakris subsector consists of 20 systems and 4.1 billion sophonts, of which four billion reside on Nakris. The five Nakris Confederation worlds within the subsector account for all but 1.8 million residents. This remainder is mostly split between a cluster of five Corellan League systems and three outlying systems of the Stormhaven Republic – including the world Kale, whose residents are very insistent on the proper pronunciation: it is ‘Kahl’e’. Four systems are waystations operated by the Gateway Consortium to maintain trade between the scattered states of the region. Three system, including interdicted Nekro, are uninhabited.

Located at the border of the Corellan League and wedged between the Zydarian Codominium and the Stormhaven Republic, the subsector faces the Ghost Rift to rimward and the Aslan Hierate to trailing. The subsector is a conduit for trade but remains a frontier region.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Atie	1229		C675768-C	Ag Ht		Nakris Confederation	G
Broduhr	1522		B301213-B	Lo Ic Va			G
Burk	1623		C666424-8	Ni Ga		Stormhaven Republic	G
Cambyses Nova	1023		C546475-6	Ni		Corellan League	G
Emptor	0923		E553566-7	Ni Po		Corellan League	
Gateway	1227		B822313-B	Lo Po			G
Heby	1330		B765537-A	Ag Ga Ni		Nakris Confederation	G
Kale	1526		B556524-B	Ag Ni		Stormhaven Republic	G
Mornavin	0924		DB93310-A	Lo		Corellan League	
Nakris	1230	N	A6669A8-C	Hi Ht Ga		Nakris Confederation	G
Neibling	1126		E211000-0	Ba Ic			
Nekro	1225		X221000-0	Ba Po	R		
New Damascus	1123		D655476-5	Ga Ni Lt		Corellan League	G
Nosenos	1530		E201000-0	Ba Ic Va			G
Pit Stop	1026		B100214-A	Lo Va			G
Roffair	1028		C546512-A	Ag Ni		Nakris Confederation	G
Shashur	0930		B43476A-9			Nakris Confederation	G
Stovall	1324		B212314-9	Ic Lo			G
Teglass	1626		C442322-A	Lo Po		Stormhaven Republic	G
Zebulon	1024		D658343-7	Lo		Corellan League	G

NAKRIS SUBSECTOR




To Freya
To Zydar
To Storm
To Ghost Rift
0921
0922
0923 EMPTOR E-7 E553566-7
0924 MORNAVIN D-A DB93310-A
0925
0926
0927
0928
0929
0930 SHASHUR B-9 B43476A-9
1021
1022
1023 CAMBYSES NOVA C-6 C546475-6
1024 ZEBULON D-7 D658343-7
1025
1026 PIT STOP B-A B100214-A
1027
1028 ROFFAIR C-A C546512-A
1029
1030
1121
1122
1123 NEW DAMASCUS D-5 D655476-5
1124
1125
1126 NEIBLING E-0 E211000-0
1127
1128
1129
1130
1221
1222
1223
1224
1225 NEKRO X-0 X221000-0
1226
1227 GATEWAY B-B B822313-B
1228
1229 ATIE C-C C675768-C
1230 ★ NAKRIS A-C A6669A8-C
1321
1322
1323
1324 STOVALL B-9 B212314-9
1325
1326
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1330 HEBY B-A B765537-A
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1427
1428
1429
1430
1521
1522 BRODUHR B-B B301213-B
1523
1524
1525
1526 KALE B-B B556524-B
1527
1528
1529
1530 NOSENOS E-0 E201000-0
1621
1622
1623 BURK C-8 C666424-8
1624
1625
1626 TEGLASS C-A C442322-A
1627
1628
1629
1630
Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
Corellan League
Secure System
Red Zone
Trade Route
Planet (dry)
Planet (water present)
Stormhaven Republic
Nakris Confederation

GATEWAY

The world of Gateway is a steaming volcanic planet, far outside the habitable zone of its star, yet still too hot for comfortable surface excursions. The small amount of free oxygen in the air is strictly from non-organic processes on this 600 million year-old world. Although its harsh conditions preclude all but a few surface mining stations, the world is a gravitational anchor for the headquarters of the Gateway Consortium, which operates a number of waystations on the trailing frontier of the Corellan League from the Gateway Highport.

Gateway is the fourth world of an M2-type red dwarf, orbiting outside the star's jump shadow. Within a billion years it will likely be a frozen rock but heat from a geologically recent dwarf planet collision and from radioactive decay of relatively short-lived isotopes creates vast oceans of magma and small seas of steaming water. Robotic water harvesters collect the steam for the refinery in orbit, a quicker alternative than hauling gas or ice from two distant gas giants or their moons. Random asteroids and comets left over from the system's formation or perturbed by a distant companion brown dwarf are scattered across the system but it lacks an organised asteroid belt.

The Consortium owns the entire system but maintains no stations beyond the highport and supporting surface facilities at Gateway. Contracted corvette-sized starships and system defence boats patrol the gas giants and their moons, ostensibly to deter piracy but also to harass traffic trying to avoid the high costs of fuel and services at Gateway Highport. Wilderness refuelling is not illegal but 'resource extraction' is and patrols perform boardings and inspections to ensure ships meet stringent operating requirements and skim no more than the required amount of fuel. The delays and potential fines from 'paper violations' are enough to convince most ship operators to visit the highport and pay the fees. Inspections at Gateway Highport are much less stringent.

GATEWAY HIGHPORT

Gateway Highport has operated since 631. It is the headquarters of the Gateway Consortium, a Corellan League corporation specialising in commerce between the League and its neighbours along the trailing and rimward frontier. Gateway Highport is the oldest of the six Class B starports operated by the consortium and although parts have seen considerable renovations in recent decades, some sections show the effects of nearly 500 years of operation.

Gateway Highport only exists because of its location astride the routes between the Corellan League, Nakris Confederation and Stormhaven Republic. Thanks to a compact forced by Stormhaven and Nakris, the highport is open to all commercial traffic but it is expensive, with docking fees running Cr500 per day for external berths and Cr5000 per day for even small vessels requesting internal bays. Both refined and unrefined fuel is available, although at double normal costs. Various qualities of accommodations are regulated to standardised pricing for Travellers and crews of both Gateway-operated and independent vessels. The facility is well appointed and the staff – which includes a high percentage of imported robotic and clone servitors – is courteous to all visitors.

The highport is a sprawling station, with a cylindrical central hub connected by a spine to two docking terminals, a freight terminal and a small shipyard. Smaller additions are grafted on to these five main modules in a seemingly haphazard manner.

The Gateway Shipyard technically meets the minimum qualifications for the Third Imperium's Starport Authority criteria for a Class B installation but it rarely produces new vessels. Most of the yard capacity is used for maintenance overhauls or leased as additional internal docking capacity.

The Consortium's headquarters offices are small, supporting a staff of barely 300 executives and staff focused on day-to-day operations. Major shareholders rarely visit the facility and board meetings are generally held on Atlantis, a much more pleasant world seven parsecs distant.

A project to update Gateway Highport's electronics and facilities to more modern standards has been underway for more than a decade but most of the components are still in storage or occupying temporary space, with integration plagued by centuries of incompatible or incomprehensible interfaces.

TL11		TONS	COST (MCr)
Hull	150,000 tons, Dispersed	—	3750
M-Drive	Thrust 0	375	375
Power Plant	Fusion (TL8) (reduced size x3), Power: 61,000	4,270	3202.5
Fuel Tanks	26 weeks of operation	2,776	—
Bridge	Holographic Controls	60	60
Computer	Core/60 (primary)	—	75
	Core/40fib (backup)	—	67.5
Sensors	Military Grade x2	4	8.2
	Distributed Arrays x2	8	16.4
	Shallow Penetration Suite x2	20	10
Weapons	Large Missile Bays (reduced size x3) x2	700	375
	Large Torpedo Bay (reduced size x2)	400	37.5
	Medium Particle Beam Bays x6	600	240
	Particle Barbettes x24	120	192
	Plasma Barbettes x24	120	120
	Triple Turrets (beam lasers) x36	36	90
	Triple Turrets (sandcasters) x36	36	63
	Point Defence Batteries (type I) x18	360	90
Ammunition	Missile Storage (11,520 missiles)	960	—
	Torpedo Storage (1,440 torpedoes)	480	—
	Sandcaster Storage (2,800 canisters)	144	—
Systems	Solar Panels	427	42.7
	Repair Drones	1,500	300
	Biosphere (4,000 personnel)	2,000	400
	Multi-Environment Space (200 tons)	210	5
	Gaming Space	750	4.5
	Barracks (120 troops)	240	12
	Armoury	118	29.5
	Briefing Rooms x60	240	30
	Brigs x 6	24	1.5
	Libraries x 20	80	80
	Medical Bays x 21	84	42
	Training Facilities (60 personnel)	120	24
	Workshops x38	228	34.2
	Cargo Crane	63.5	63.5
	UNREP System (10,000 tons/hour)	500	250
	Large Cargo Airlocks (configurable)	500	50
Port	External Docking Capacity (300,000 tons)	—	—
	Deep Space Communications Relay	500	100
	Internal Docking Bays (20,000 tons)	60,000	15000

Crew

Captain,
Officers x115,
Flight Crew x50,
Station Crew x1,661,
Medics x21,
Maintenance x75,
Engineers x133,
Security x120,
Administrators x150,
Gunners x129

Hull: 90000

Running Costs

MAINTENANCE COST

MCr3.011167/month

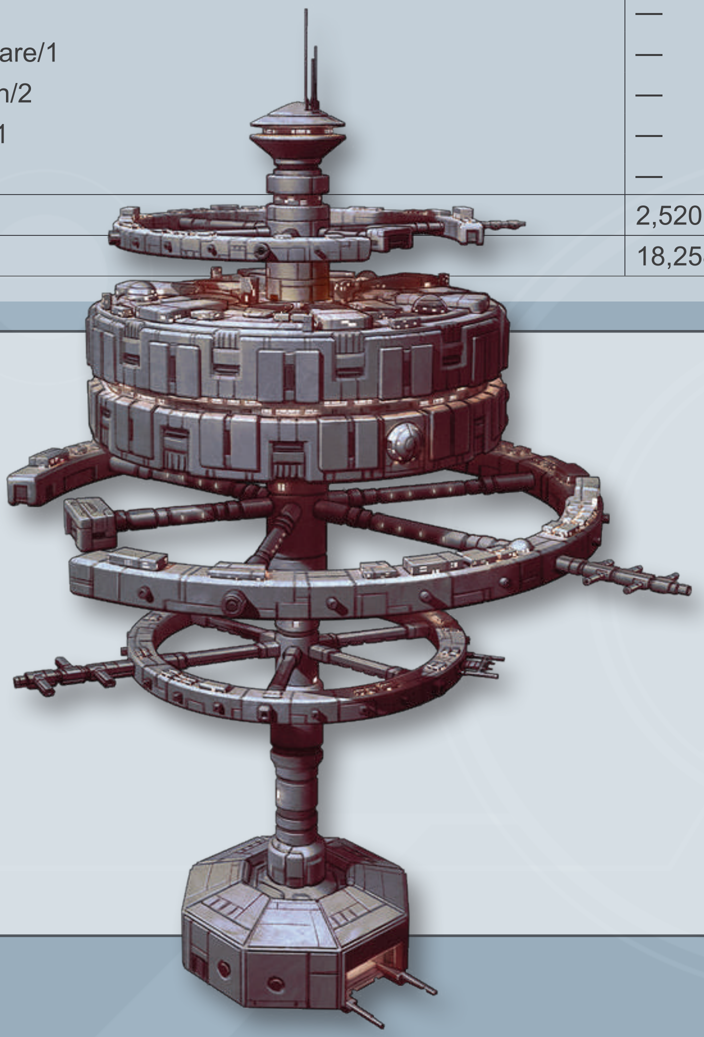
PURCHASE COST

MCr36134

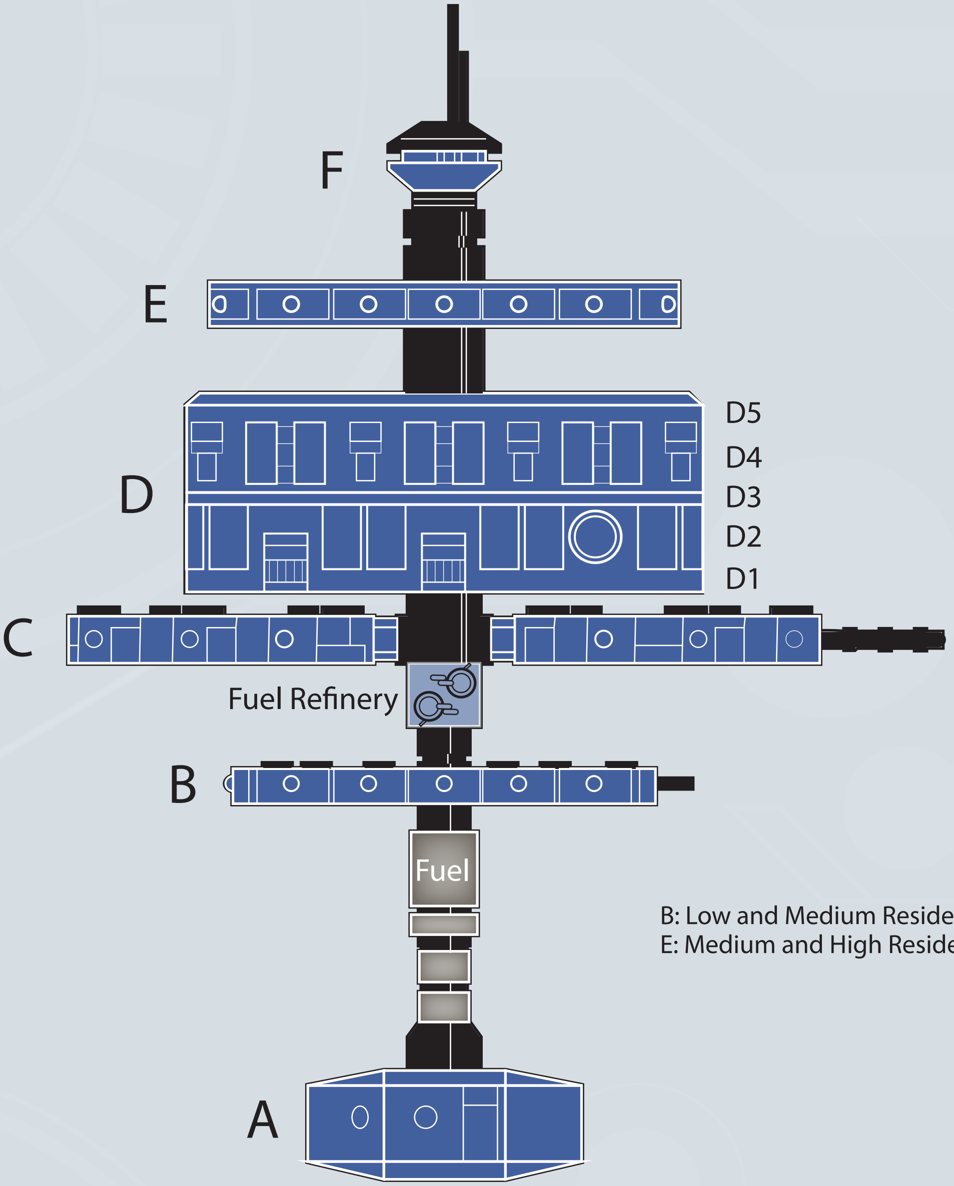
Power Requirements

Basic Ship Systems	30000
Manoeuvre Drive	15000
Sensors	8
Weapons	1727
Low Berths	15
Fuel Refinery	250
Industrial	980
Commercial	25
Residential	182
Shipyard	10000
Other Systems	2651

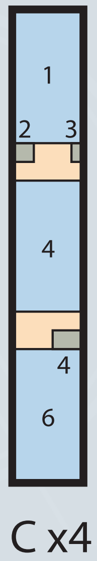
Port	Port Auxiliary Craft Hangar (1,200 tons)	2,400	480
	Fuel Refinery (3,000 tons/day)	250	250
	Fuel Tanks	20,000	1000
Industrial	Basic Manufacturing Plant (10 tons/day)	50	10
	Advanced Manufacturing Plant (6 tons/day)	75	30
	Specialist Manufacturing Plant (4 tons/day)	100	100
	Agricultural Manufacturing Plant (30 tons/day)	300	150
	Mineral Refinery (40 tons/day)	40	40
	Smelter (20 tons/day output)	200	100
Commercial Zone		5,000	1000
Residential Zone	Low x200	400	20
	Medium x700	2,800	280
	High x400	2,400	600
	Luxury x100	1,000	750
Shipyard	5,000 tons build capacity	10,000	5000
Staterooms	Standard x1,247	4,988	623.5
	High x10	60	8
	Luxury x 3	30	4.5
	Low Berths x150	75	7.5
Software	Manoeuvre/0	—	—
	Library	—	—
	Intellect	—	1
	Auto-Repair/1	—	5
	Advanced Fire Control/1	—	12
	Anti-Hijack/1	—	6
	Electronic Warfare/1	—	15
	Launch Solution/2	—	12
	Point Defence/1	—	8
	Virtual Crew/0	—	1
Common Areas		2,520	252
Cargo		18,258	—



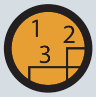
Gateway Highport


F
E
D5
D4
D3
D2
D1
D
C
Fuel Refinery
B
Fuel
A

B: Low and Medium Residential Area
E: Medium and High Residential Area



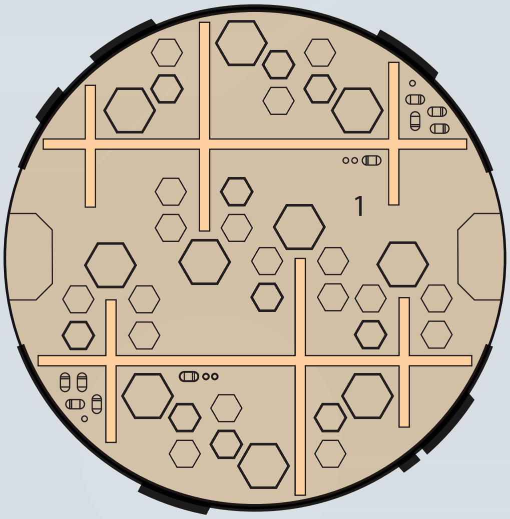
C1 to C4:
1. Build Capacity
2. High Staterooms
3. Luxury Staterooms
4. Common Area
5. Low Berths
6. Standard Staterooms



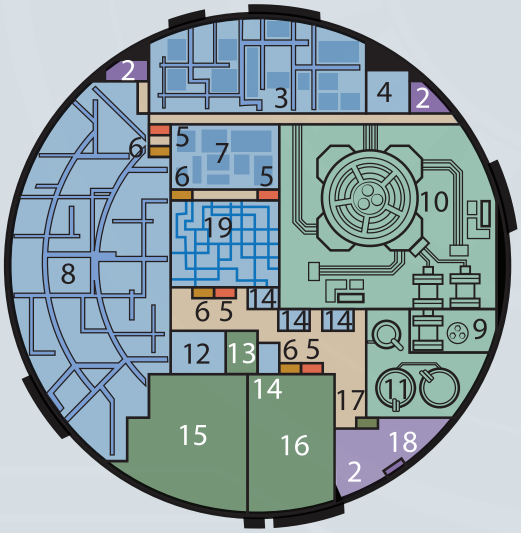
F
1. Bridge
2. Sensors
3. Deep Space Comm Relay

D1: Fuel and 3 Medium Particle Beam Bays

D2 to D4



D5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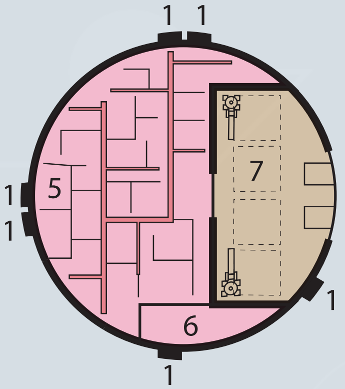
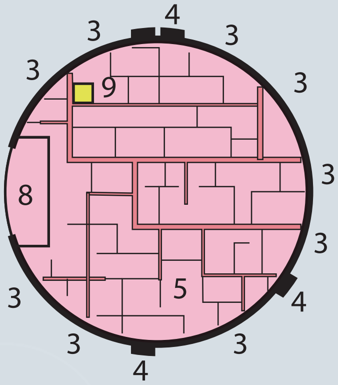
2



A1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3
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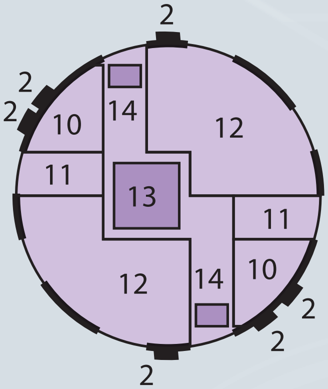
A2


2
2
2
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14
12
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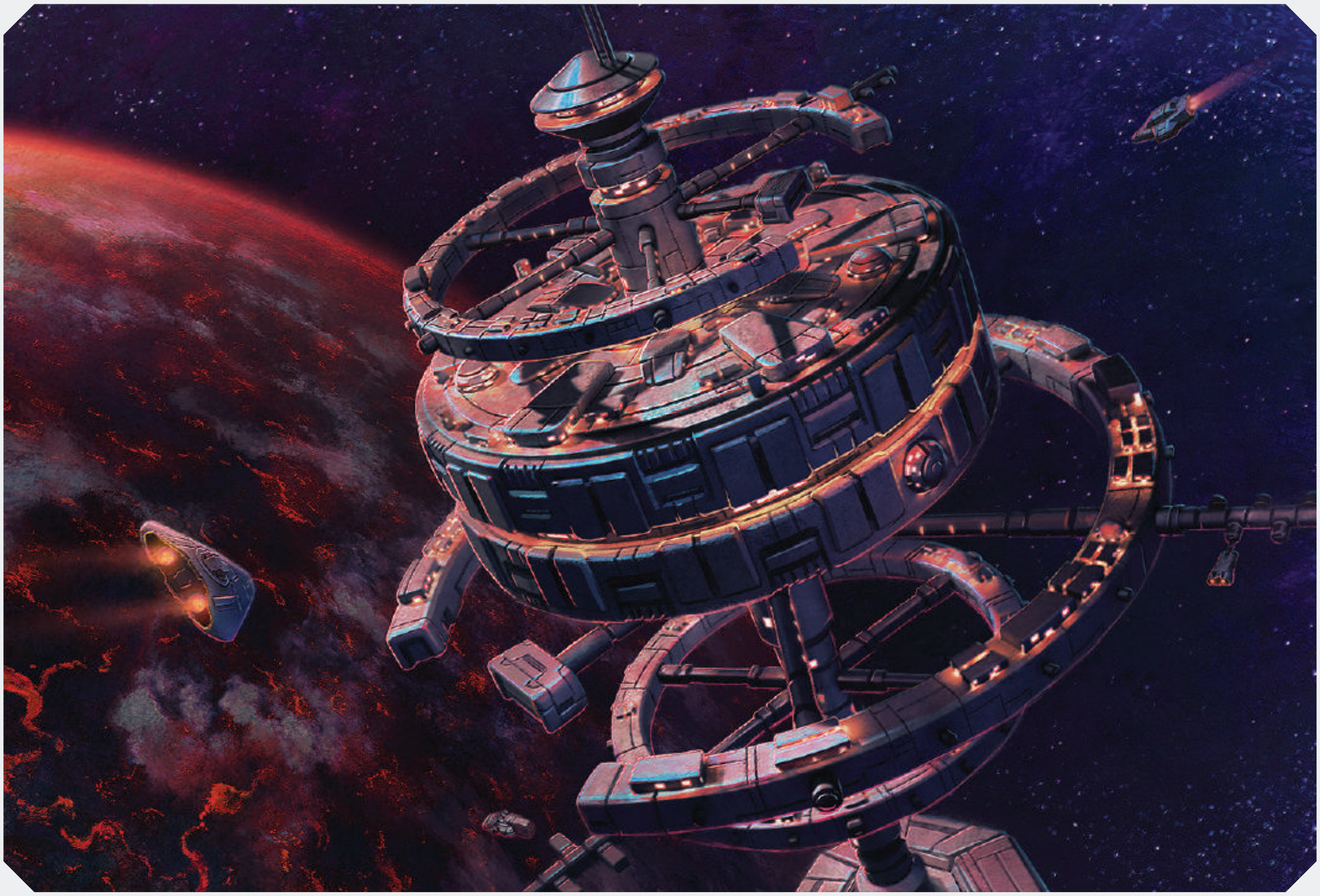
12
14
2
2
2

A3

A1 to A3:
1. Particle Barbettes
2. Plasma Barbettes
3. Triple Turrets (beam)
4. Point Defence Battery
5. Cargo Hold
6. UNREP System
7. Craft Hangar
8. Cargo Airlock
9. Cargo Crane
10. Missile Storage
11. Large Missile Bay
12. Large Torpedo Bay
13. Torpedo Storage
14. Sandcaster and Storage

D2 to D5:
1. Docking Area
2. Medium Particle Beam Bay
3. Biosphere
4. Multi Environment
5. Medical Bay
6. Library
7. Gaming Space
8. Commercial Area
9. Manoeuvre Drive
10. Power Plant
11. Manufacturing Plants, Mineral Refinery and Smelter
12. Barracks
13. Armoury
14. Briefing Room
15. Drones
16. Training Facilities
17. Brigs
18. Point Defence Battery
19. Luxury Residential Zone



NAKRIS

A garden world settled by pioneers from Imperial space and dissidents from Corella, Nakris has grown to become a prosperous high population world and is the capital and major component of the Nakris Confederation.

Orbiting a G4-type main sequence star, the six-billion-year-old garden world of Nakris is slightly cooler and smaller than Terra, with a surface gravity of 0.75 standard. It possesses a very breathable atmosphere and a well-established complex ecosystem compatible with Terran life. Two moons raise significant tides, limiting coastal settlement but also maintaining tectonic activity on the aging planet. The moons Etta and Betta house most of the heavy industry of Nakris. The outer, larger moon is home to the Nakris Betta Starport, which handles most of the interstellar traffic and starship construction in the system.

A group of Imperials out of Deneb formed the Nakris Corporation in 430 and voyaged beyond the frontier to settle a new world. Arriving at Navarre with ships damaged by corsair encounters, the small fleet accepted assistance from a group of Corellan League citizens wanting a fresh start in the aftermath of the Aslan Expeditions. Heading rimward past the League and the newly established Stormhaven Republic, they settled a garden world they named Nakris in 433 and established an independent democracy not seeped in economic exploitation or a warrior ethic.

As Nakris expanded to form a confederation with its neighbours, it maintained its democratic traditions for several centuries but in 804, after a series of economic downturns in the previous century, the Nakrisian Parliament passed emergency measures to establish a Grand Council of lifetime-appointed experts. In 827 the Parliament approved the establishment of a Permanent Chair for the Grand Council and granted the chair powers to coordinate economic activities and appoint new Grand Council members. In hindsight, the Permanent Chair Act of 827 was the end of Nakrisian democracy.

Emergency measures became permanent as the ninth century progressed and the Permanent Chair and Grand Council absorbed powers once granted to the Nakris Confederation Senate. The Senate still meets but since 934 all seats from Nakris and its dependent worlds have been members of the Permanent Chair-appointed Grand Council. The current Permanent Chair, Gwen Aarula-Baskins, has in effect been the absolute ruler of the world and confederation of Nakris since 1067.

With a population of nearly four billion residing on Nakris, much of the surface is developed, although large parks dedicated to preserving the native ecosphere exist. Urban life is concentrated in dense cities dominated by tower complexes – small arcologies housing 10–20,000 residents each. Regulations established centuries ago to promote economic recovery are still in place. These rules limit the ability of citizens to reside outside the city of their birth without special permission and enforce licensing requirements and tenure protections to ensure middle-class workers' rights.

Despite the intent of many of its settlers to differentiate from their Corellan roots, for most citizens Nakrisian society mirrors that of Corella and Lyheric with the middle class receiving significant benefits and prospering atop an economy supported by robotic and clone labour, although these artificial beings are less sophisticated than those typically encountered in the Corellan League.

What many visitors notice about Nakris is its clean orderly cities and polite, professional citizens. While society lacks many of the freedoms their ancestors hoped to achieve, few complain about the prosperity the restrictions have brought and those who do are more likely to be co-opted than persecuted. Nakris is known for its educational system and its patronage of the arts, supporting its citizens in reaching their full potential, as long as they do so in a non-disruptive manner.

NEKRO

The Nekro system is very compact, with five worlds orbiting around the M0-type red dwarf primary and none around the smaller nearby M7-type companion. Nekro is the outermost of this set of small worlds and technically in the habitable zone. It rotates three times for every two orbits around its sun and has a very thin, very hazardous atmosphere. Its biosphere is no less dangerous.

Its native prion-like airborne lifeforms are capable of infecting hosts and causing nearly irreversible neurological damage and death within days of exposure. This led to the interdiction of the entire system, enforced only by automated warning stations. As Nekro is the only world in the system with a source of hydrogen usable as fuel, a ship stranded at Nekro may be tempted to use the world for refuelling but, as the warning messages indicate, torpedoes will fire from automated orbital platforms and destroy any ship attempting to land. A periodic CLSF sweep out of Zebulon will attempt to rescue anyone trapped in the system, provided they have not already reached Nekro's surface but these patrols occur only twice per year.

Nekro lifeforms are not generally capable of transmission between infected hosts but they are difficult to completely eradiate from surfaces and resistant to all but the strongest radiation and acidic solvents. Very few people have been 'rescued' from Nekro and 'treatment' consists of placing the victim in a cryoberth and releasing targeted nanobots to destroy every single prion particle, a procedure only marginally successful with the advanced medicine available on Lyheric and Corella. Even in these cases, the victim has often suffered irreparable brain damage and, at best, will suffer significant memory loss if not serious neurological impairment and paralysis.

NEKRO PRION DISEASE

Contracting Nekro prion disease requires direct contact with the biosphere of Nekro or materials that have been exposed to the biosphere, including the Traveller's clothing or equipment. If a Traveller succeeds in the first END check, the disease has not taken hold and no further checks are necessary for that exposure event. Once the disease takes hold, successful checks do not cure the disease but only prevent further damage for the indicated interval. Cryoberths will arrest disease progression but fast drug will not slow the damage. A TL13+ surgical facility or a TL14+ autodoc may attempt to cure the disease on a Very Difficult (12+) Medic check (1D hours, INT) but a TL14+ Medikit will not be effective. Accumulated damage to INT and DEX is permanent but will be healed by the Effect of the Medic check.

Nekro Prion Disease

Disease	END check	Damage	Interval
Nekro Prion Disease	Very Difficult (12+)	1D INT 1D DEX	1D hours

STORM

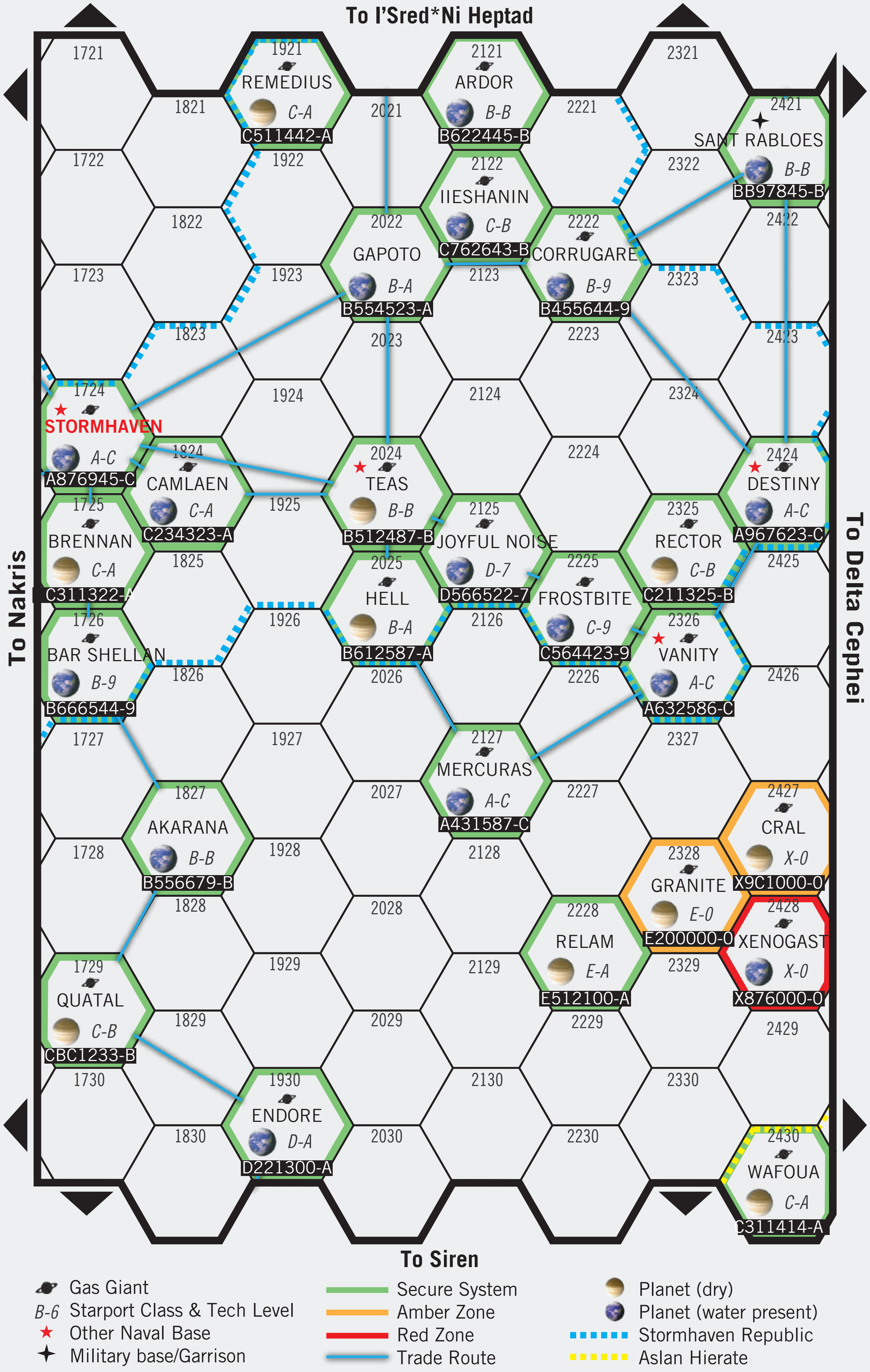
This subsector consists of 26 systems and 6.9 billion sophonts, of which six billion reside on Stormhaven. The only other system in the subsector with a large population is San Rabloes with 800 million inhabitants. Although Humaniti comprises most of the subsector's population, the Aslan Htearlaaoiyoya clan on San Rabloes numbers nearly 100 million. Sixteen of the subsector's systems belong to the Stormhaven Republic and these have little significant Aslan population.

The system of Wafoua in the extreme rim-trailing corner of Storm contains the only Aslan governed mainworld in the subsector, with 80,000 Aslan residing under the auspices of the Wafoua Trading Company. Aslan *ihatei* have established outposts in the outskirts of several systems including Endore, Relam, Xenogast, Granite and Cral. The latter three systems are officially uninhabited and have become frequent targets of the Storm Knight's forceful containment program.

Storm was the centre of the 1,000-year struggle of Aslan Expeditions, with many worlds changing control multiple times and some becoming uninhabitable as a result. The major conflict ended almost seven centuries ago but skirmishes between human and Aslan continue to take place in the margins and outer systems of many stars.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Akarana	1827		B556679-B	Ag Ni			
Ardor	2121		B622445-B	Ni Po		Stormhaven Republic	G
Bar Shellan	1726		B666544-9	Ag Ga Ni		Stormhaven Republic	G
Brennan	1725		C311322-A	Ic Lo		Stormhaven Republic	G
Camlaen	1824		C234323-A	Lo		Stormhaven Republic	G
Corrugare	2222		B455644-9	Ag Ni		Stormhaven Republic	G
Cral	2427		X9C1000-0	Ba Fl	A		G
Destiny	2424	N	A967623-C	Ag Ht Ni Ri		Stormhaven Republic	G
Endore	1930		D221300-A	Lo Po			G
Frostbite	2225		C564423-9	Ni		Stormhaven Republic	G
Gapoto	2022		B554523-A	Ag Ni		Stormhaven Republic	
Granite	2328		E200000-0	Ba Va	A		G
Hell	2025		B612587-A	Ic Ni		Stormhaven Republic	G
Ileshanin	2122		C762643-B	Ni Ri		Stormhaven Republic	G
Joyful Noise	2125		D566522-7	Ag Ni		Stormhaven Republic	G
Mercuras	2127		A431587-C	Ht Ni Po			G
Quatal	1729		CBC1233-B	Fl Lo			G
Rector	2325		C211325-B	Ic Lo		Stormhaven Republic	G
Relam	2228		E512100-A	Ic Lo			
Remedius	1921		C511442-A	Ic Ni		Stormhaven Republic	G
Sant Rabloes	2421	M	BB97845-B				
Stormhaven	1724	N	A876945-C	Hi Ht In		Stormhaven Republic	G
Teas	2024	N	B512487-B	Ic Ni		Stormhaven Republic	G
Vanity	2326	N	A632586-C	Ht Ni Po		Stormhaven Republic	G
Wafoua	2430		C311414-A	Ic Ni		Hierate	G
Xenogast	2428		X876000-0	Ba	R		G

STORM SUBSECTOR

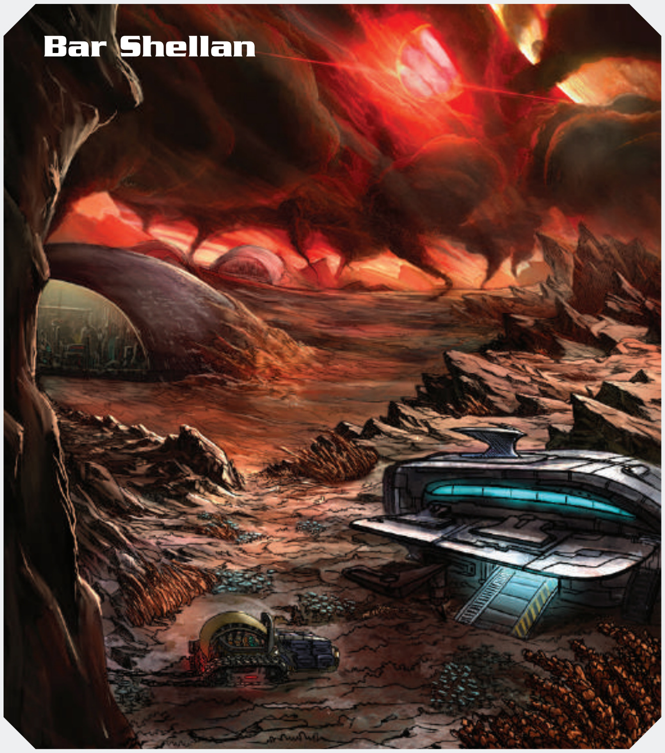

To I'Sred*Ni Heptad
To Nakris
To Delta Cephei
To Siren
1721
1821
1921 REMEDIUS C-A C511442-A
2021
2121 ARDOR B-B B622445-B
2221
2321
2421 SAINT RABLOES B-B BB97845-B
1722
1822
1922
2022 GAPOTO B-A B554523-A
2122 IIESHANIN C-B C762643-B
2222 CORRUGARE B-9 B455644-9
2322
2422
1723
1823
1923
2023
2123
2223
2323
2423
1724 STORMHAVEN A-C A876945-C
1824 CAMLAEN C-A C234323-A
1924
2024 TEAS B-B B512487-B
2124
2224
2324
2424 DESTINY A-C A967623-C
1725 BRENNAN C-A C311322-A
1825
1925
2025 HELL B-A B612587-A
2125 JOYFUL NOISE D-7 D566522-7
2225 FROSTBITE C-9 C564423-9
2325 RECTOR C-B C211325-B
2425
1726 BAR SHELLAN B-9 B666544-9
1826
1926
2026
2126
2226
2326 VANITY A-C A632586-C
2426
1727
1827 AKARANA B-B B556679-B
1927
2027
2127 MERCURAS A-C A431587-C
2227
2327
2427 CRAL X-0 X9C1000-0
1728
1828
1928
2028
2128
2228 RELAM E-A E512100-A
2328 GRANITE E-0 E200000-0
2428 XENOGAST X-0 X876000-0
1729 QUATAL C-B CBC1233-B
1829
1929
2029
2129
2229
2329
2429
1730
1830
1930 ENDORE D-A D221300-A
2030
2130
2230
2330
2430 WAFOUA C-A C311414-A
Gas Giant
B-6 Starport Class & Tech Level
Other Naval Base
Military base/Garrison
Secure System
Amber Zone
Red Zone
Trade Route
Planet (dry)
Planet (water present)
Stormhaven Republic
Aslan Hierate

BAR SHELLAN

The world of Bar Shellan orbits the red dwarf companion of a K5-type giant star. Unlike most worlds in the habitable zone of red dwarfs, Bar Shellan is not tidally locked but rotates 'backwards' – or clockwise from north – five times for every three orbits, resulting in a solar day of 24 standard days length in the course of a 64-day year. Additionally, when the six billion-kilometre distant giant is visible in the daytime, it nearly doubles the total illumination received by Bar Shellan. As a 'night-time' star, it produces near day-bright illumination. The light from this giant star follows a complex pattern as Bar Shellan rotates on its axis and revolves around its star.

The resultant effect on the world's weather system is extreme, with massive cyclonic storms forming in the late afternoon, blizzards erupting during the night and vicious winds occurring along the shifting terminator line of dawn and dusk. Local flora and fauna have adapted to this environment but imported species, including humans, find it difficult to function under these circumstances. As a result, much of Bar Shellan's population resides in sealed habitat cities more often seen on worlds with continuously hostile environments but here the domes occasionally fold away to display the clear turquoise skies of late morning days.

Nearly one million people call Bar Shellan home. The world was first settled by prospectors collecting unique local flora with medicinal and hallucinogenic properties. The hallucinogenic effects are mild on humans but potent on Aslan, leading to euphoria and sometimes madness. Bar Shellan was overrun in the Fourth Expedition but quickly recovered during the Fifth. Aslan clans did not attempt to retake the world in later expeditions but a black market for drugs known by human dealers as Cat Nip exists, with smugglers delivering drugs to disreputable intermediaries on officially uninhabited neutral worlds between Republic and Hierate. Nobody calls it Cat Nip to an Aslan's face. To them it is *stoi*.



MERCURAS

Mercuras is an independent world on the frontline against Aslan expansion. Excluded from the Treaty of Kaiear since it did not belong to the three mains of the Stormhaven Republic, it nevertheless maintains its independence by virtue of military support from the Storm Knights.

The small world is a habitable zone gas giant moon with a very thin atmosphere and most of its scant water locked in polar ice caps. Since the destruction of its highport in a 1064 *ihatei* raid its Class A starport has been a surface-only facility with a strong defensive perimeter including deep buried meson gun emplacements. Storm Knight patrols are active in the system, deterring and removing *ihatei* incursions, although these have become less prevalent since the Storm Knights adopted strong forward deployments at Granite and Cral.

Mercuras is not a wealthy world. Its long unproductive mines have closed and it does not sit on any major trade routes. The starport is a free trade zone but berthing fees are high and capacity is limited to 5,000-ton ships, which in conjunction with no orbital refuelling capability curtails mega-freighter traffic. Traders and Travellers visiting the starport are not subject to the stultifying regulations of Mercuras's bureaucracy and can theoretically purchase any type of goods in its free trade zone but selection is very spotty – especially of exotic items or military equipment. The tallest building on the planet is the former Travellers' Aid Tower, a 300-metre monolith built adjacent to the starport's landing fields but, with occupancy failing to meet expectations, the building sits empty and unpressurised with the TAS hostel operating out of a squat structure in the tower's shadow.

Most residents of Mercuras idolise Storm Knights and reserve duty Knights with spacecraft or starships enjoy free berthing and reduced costs for maintenance, in addition to exception from most local regulation.

Squadrons of Katar fighters help defend the starport and Starfighters are commonly berthed in port, with some employed as system patrol craft in lieu of system defence boats. Mule utility tugs ply the moons of all three of the system's gas giants and prospect in the planetoid belt.

SANT RABLOES

A wealthy independent world near the edge of Aslan space, Sant Rabloes has long gained protection from *ihatei* encroachment, not by support from the Storm Knights but by allowing the settlement of the Aslan Htearlaaoiyoya clan in return for military service and protection.

Sant Rabloes only became a habitable world after its sun's companion passed through its red giant phase and collapsed into a white dwarf. Over the ensuing three billion years, the former subjovian world, stripped of its original hydrogen-helium atmosphere, received a bombardment of volatiles seeding it with a new atmosphere and deep oceans. Its dense core provides the large world with a gravity of 1.39 standard. The geological and biological processes of this world and its unique crustal characteristics have formed many unique or very rare gemstones, including an iridescent class of minerals called rabloeites that fetch premium prices as far away as the Third Imperium's Capital.

Sant Rabloes' climate is known for two major events, which occur regularly during its 200 standard day year; the late summer wet monsoon bringing heavy rains and flooding and the late winter dry monsoon bringing dust laden with hazardous particulates from the desert cores of its continents. The dry monsoon and its aftermath are the reason for rating the atmosphere as tainted. Only in the period between the wet and dry monsoons are the particulates washed out of the air.

After the discovery of rabloeites, Sant Rabloes was colonised in -762 as a mining settlement by Garrone – now Stormhaven. Sant Rabloes declared its independence in -402 after the first Sack of Garrone. With backing from a strong Corellan League fleet, the world was able to keep the Aslan at bay and it was never overrun. During the uneasy truce following the Fifth Expedition, Garrone made attempts to reclaim its colony. Not wishing to submit to human overlords any more than Aslan, Sant Rabloes's controversial response was to offer settlement and citizenship to the Htearlaaoiyoya clan in return for bolstered defences against *ihatei* expansion. The first Htearlaaoiyoya arrived in -335 and the League responded with a censure of Sant Rabloes, which was only revoked after the world began to develop trade links with various Aslan clans and corporations while ceasing all rabloeite exports to League worlds. Sant Rabloes remained a League member until 422 when a provision of the Treaty of Kaiear declared Sant Rabloes to be an independent neutral world.

Since its independence Sant Rabloes has tried to position itself as a neutral party in negotiations between the Hierate, Stormhaven and the Corellan League. It has been marginally successful in this regard and its diplomats are generally well regarded across The Beyond.

Sant Rabloes is home to 800 million residents, including nearly 100 million members of the Htearlaaoiyoya. The world has always been a democracy and Aslan citizens enjoy the same rights and obligations as all citizens, although they are more heavily represented in the military and business sectors than their numbers would indicate. Wealth is well-distributed on Sant Rabloes through a progressive tax system and generous social services. Unlike Corella, there is no robotic or clone underclass. While the mines operate without sophonts present, much of the work is conducted by teleoperated drones and neither robots nor clones have any significant presence in society. By law, biological clones are citizens with all rights and responsibilities of naturally born sophonts.

Sant Rabloes has not been universally successful in diplomatic solutions, especially regarding rouge *ihatei*. As a result, the Sant Rabloes Defence Force maintains a strong in-system presence, with asteroid-hull monitors mounting spinal particle accelerators to discourage invasion. A fleet of system defence boats is dedicated to sweeping *ihatei* from the minor worlds of the system and the vast asteroid field surrounding the white dwarf companion star.

STORMHAVEN

Originally settled as Garrone in -1410 by Sindalian refugees, Stormhaven has had a long and eventful history, twice overrun by Aslan during the expeditions and twice liberated. Since renamed Stormhaven in 422, it has been the capital of the Stormhaven Republic, home of the Storm Knights who are tasked with defending Humaniti from Aslan encroachment.

Orbiting a K2-type main sequence star with a distant red dwarf companion, Stormhaven is graced with three moons although the outer, Yagro, is just a bright star in the sky, too small for its irregular shape to be seen from the surface by the unaided eye. Garrone was once a garden world, rich in agricultural potential, but three separate nuclear bombardments have turned large portions of the surface into uninhabitable wasteland. Although the world is recovering, continent-sized expanses remain too hazardous for long-term occupation and radioactive dust storms occasionally sweep across settled regions.

Garrone was settled directly from Yggdrasil in -1410, during the final years of the Sindalian Empire. The world lost much of its technological base in the following years but recovered to mid-Tech Levels after joining the Corellan League in -1235. Distant from the League's core worlds but recovering to stellar technological levels by -1000, Garrone's oligarchic leadership joined the revolt against Corella that evolved into the Second Corellan Crisis when both Valhalla and Garrone seceded from the League in -873. Eighty years later, the growing threat of Aslan expansion forced a change of heart and the Treaty of Garrone brought new strength to the League and its Star Fleet in -793.

The Aslan continued to expand. In the -600s, they conquered Oberon and then Halifax, driving refugees to League worlds, including Garrone, by then a military dictatorship under an indefinitely extended period of martial law. In -604, Garrone's leader, Field Marshal Beatrice Norton, created an offensive force to reclaim the fallen worlds, naming them the Storm Knights. In -603, the Storm Knights launched what became the First Expedition against the Aslan by striking at Halifax – now Eteasteah – and dragging the Corellan League into the first of 12 expeditions against the Aslan.

The First Expedition took and held Halifax for six weeks in -601 before a counterattack forced the fleet to retreat, abandoning the troops on the ground to be slaughtered. No other expedition managed to secure the system. After the First Truce was signed at Destiny in -598, Garrone kept pushing for more action, reluctantly dragging the League into all-out war against the Aslan again and again. The Fourth Expedition ended in disaster in -402 with the sack of Garrone. More than three million humans accepted a truce to depart the world but just as many refused to leave their homes. They suffered under occupation for 26 years until exiled Storm Knights led the liberation of Garrone in the Fifth Expedition, driving Aslan from the world in -476. What they found was a cowed human population, reduced to slavery.

Despite building the world's defences and reinforcing its population with returning exiles, Garrone fell again in -269 during what would become the last campaign of the Sixth Expedition – a war launched from Garrone in another vain attempt to reconquer Halifax. This time, the Aslan did not allow many humans to escape and conditions for those who remained were grim for a lifetime. It was 73 years before the Seventh Expedition – launched to protect Sant Rabloes from a concerted attack – managed to free Garrone again in -198, bombarding the world from orbit and slaughtering the Aslan clans in the massive slave revolt which followed. The Seventh Truce saw the Aslan driven all the way back to their current borders, surrendering worlds like Teas, Vanity and Destiny that they had held for more than 200 years.

Garrone never fell again. For the next six centuries and five expeditions, Garrone led the fight against Aslan encroachment, sometimes gaining a few worlds, sometimes losing a few, often without any change in borders when a truce followed years of warfare. All the time, the influence of the Storm Knights on the government remained strong, with the Grand Master of the Order of the Inconstant Star becoming in effect the ruler of the world.

The Twelfth Expedition began in 415 with a Storm Knight push to take Kaiear and Easakhou – once Araniopa – from the Aslan, a costly and ineffective campaign draining ships, funds and goodwill from the Corellan League. In 421 the Storm Knights seized direct control over Garrone, expelling other League forces and diplomats intent on negotiating another truce. The three Storm Knight Grand Masters renamed their world Stormhaven and the fighting intensified but the offensive stalled into a siege at Kaiear.

When the Third Imperium's base at Delta Cephei became threatened by both Aslan envelopment and the uninvited arrival of a Storm Knight 'protective' squadron, Imperial consul Alberto Rannvik took the initiative to bluff the opposing forces into another truce. Rannvik then used the divisions within the League and among the Aslan to achieve a lasting end to the expeditions.

In 422, the Corellan League, 11 Aslan clans and the Storm Knights signed the Peace of Kaiear, which recognised the independence of Stormhaven and surrounding worlds as the Stormhaven Republic and set borders largely stopping Aslan expansion in the Delta Cephei subsector.

Surprisingly, Stormhaven did not remain a Storm Knight-ruled military dictatorship but adopted a democratic constitution that limited the power of the Storm Knights on the world itself. Although they became the official space force of the new Stormhaven Republic, the planetary republic elected a civilian government and wrote a constitution with separation of powers among civilian branches of government and with strong civil liberty guarantees.

Since the 422 constitution Stormhaven has become a prosperous world, growing in population and wealth. Behind Bruhkarr, possibly Peopus, and questionably Zydar, Stormhaven has the largest human economy in the sector. It has enjoyed centuries of peaceful growth and although the Storm Knights still spar with *ihatei*, the 1,000 years of struggle against the Aslan and the hardships of war and occupation are a fading memory. Except when the winds of the Death Ash blow.

The meaning of Stormhaven has changed from its original connotation as a fortress against Aslan expansion to a place of refuge against the Death Ash – the occasional winds of radioactive ash from the Dead Lands. The need for ash protection has shaped cities into arcologies and towns and villages into circular settlements with retractable domes. Despite the risks of Death Ash, Stormhaven is known for sound government and the relative prosperity of most of its citizens. It lacks the underclass of robots and drones present on many Corellan League worlds or the ostentatious upper class of worlds like Valhalla. The ideal citizen is a productive and skilled individual with class mobility always within – at least theoretical – reach. The Storm Knights are not as revered as they were in the past. They are a constant presence in popular media and given respect but, after so many centuries of relative peace, their significance to the average Stormhaven citizen is muted unless that citizen desires to undertake a military career. Stormhaven's population of six billion even includes a few million Aslan, something unthinkable during the expeditions. In place of Old Garrone's motto of 'Ever Watchful', the mantra of modern Stormhaven is 'Forever Forward'.

XENOGAST

Xenogast circles a K0-type orange star in the middle of its habitable zone. From orbit it is an inviting blue and green world with two small moons and a thin, bright ring system. In theory, Xenogast should have been a prime target for colonisation. Its mass and atmosphere closely match Terra, its climate is temperate and its small continents regulate temperature conditions.

Unfortunately, Xenogast is already populated with native life forms. Although none are advanced enough to have developed a central nervous system, they are effectively corrosive, with fungoid life forms spreading spores that infect and consume most organic life. The ecosystem is lethal to any who come into contact with it but it requires symbiotic groups of organisms to thrive and without a wholesale transfer of lifeforms the nastiness of Xenogast cannot easily spread to other worlds. Nevertheless, the world is interdicted by both the Stormhaven Republic and the Aslan Hierate.

Even rouge *ihatei* know better than to attempt to land on the planet and although two gas giants are available for refuelling, the entire system is generally shunned. Occasional Stormhaven and Hierate patrols sweep out anyone who lingers in system, often conducting bio decontamination boardings of ships they encounter, just to be sure.

XENOGAST BIOLOGICAL CONTAMINANT

Xenogast biological containments are more poison than disease and do not spread person-to-person. A single successful END check will halt damage from the contaminant and assistance from trained medical personal can add the Effect of successful Difficult (10+) Medic checks (1D minutes, INT or EDU) to the all but the initial END check.

Xenogast Biological Contaminant

Disease	END check	Damage	Interval
Xenogast Biological Contaminant	Difficult (10+)	2D	1D hours

DELTA CEPHEI

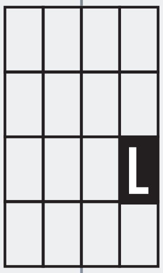
Delta Cephei is named after the famed prototype Cepheid variable star. The subsector consists of 24 systems with a total population of 839 million, of whom 830 million reside in 18 Aslan-inhabited systems and nine million populate the Droyne world of Mefebit. The only human-majority system in the subsector is Delta Base, home of the Imperial Interstellar Scout Service installation in orbit around the variable giant star.

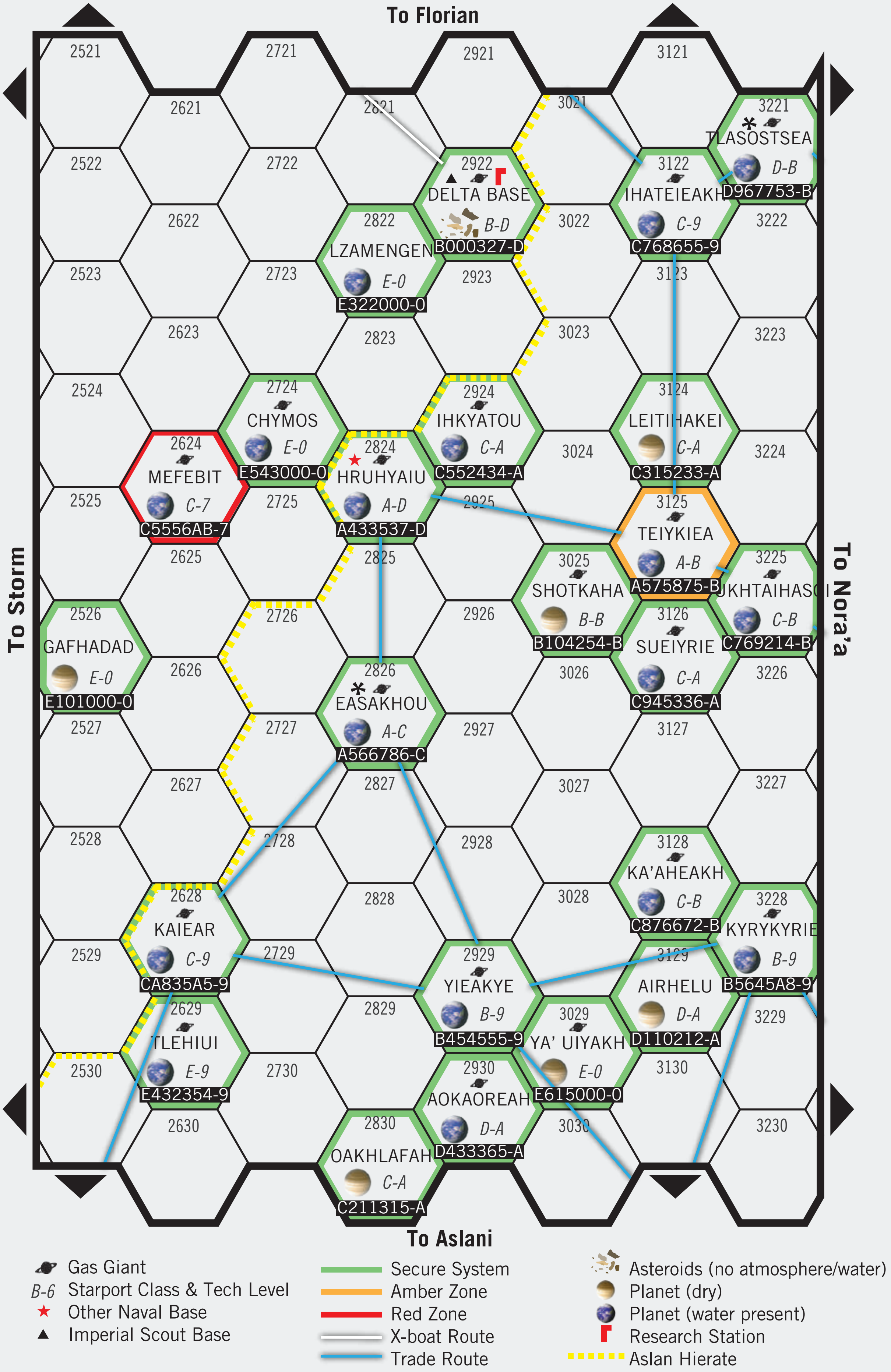
Once a sparsely settled frontier of Humaniti, Aslan incursions overran the territory centuries before the founding of the Imperium. The subsector was a battlefield in many of the Twelve Expeditions launched by the Storm Knights and Corellan League to contain Aslan expansion.

The Aslan refer to the region as ‘Eaytyehasoi’ or ‘Inconstant Star Domain’ – ironic given the name of the Storm Knight’s most famous order. The Syoisuis clan has made it their task to guarantee the terms of the Peace of Kaiear and maintains a forward base at Hruhyaiu to monitor the peace and – if necessary – intervene to restore it. The subsector is also home to Ka’aheakh, a temperate world with skies yellowed by biological haze. Ka’aheakh is the homeworld of aliens now known as Ktiauao, who now share the world with several clans helping to reconstruct the race after its very essence was destroyed by the vanquished Tlasayoae clan.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Airhelu	3129		D110212-A	Lo		Hierate	
Aokaoreah	2930		D433365-A	Lo Po		Hierate	G
Chymos	2724		E543000-0	Ba Po			G
Delta Base	2922	S	B000327-D	As Ht Lo Va		Imperium	G
Easakhou	2826	ACS	A566786-C	Ag Ht Ri		Hierate	G
Gafhadad	2526		E101000-0	Ba Ic Va			
Hruhyaiu	2824	N	A433537-D	Ht Ni Po		Hierate	G
Ihateieakh	3122		C768655-9	Ag Ni Ri		Hierate	G
Ihkyatou	2924		C552434-A	Ni Po		Hierate	G
Ka’aheakh	3128		C876672-B	Ag Ni		Hierate	G
Kaiear	2628		CA835A5-9	Ni		Hierate	G
Khrykyrie	3228		B5645A8-9	Ag Ni		Hierate	G
Leitihakei	3124		C315232-A	Ic Lo		Hierate	
Lzamengen	2822		E322000-0	Ba Po			
Mefebit	2624		C5556AB-7	Ag Ni	R		G
Oakhlafah	2830		C211315-A	Ic Lo		Hierate	
Shotkaha	3025		B104254-B	Ic Lo Va		Hierate	G
Sueiyrie	3126		C945336-A	Lo		Hierate	G
Teiykiea	3125		A575875-B		A	Hierate	G
Tlasostsea	3221	ACS	D967753-B	Ag Ri		Hierate	G
Tlehiui	2629		E432354-9	Lo Po		Hierate	G
Ukhtaihasoi	3225		C769214-B	Lo		Hierate	G
Ya’ Uiyakh	3029		E615000-0	Ba Ic		Hierate	G
Yieakye	2929		B454555-9	Ag Ni		Hierate	G

DELTA CEPHEI SUBSECTOR




To Florian
To Storm
To Nora'a
To Aslani
2521
2621
2721
2821
2921
3021
3121
3221
TLASOSTSEA
D-B
D967753-B
2522
2622
2722
2822
LZAMENGEN
E-0
E322000-0
2922
DELTA BASE
B-D
B000327-D
3022
3122
IHATEIEAKH
C-9
C768655-9
3222
2523
2623
2723
2823
2923
3023
3123
3223
2524
2624
MEFEBIT
C-7
C5556AB-7
2724
CHYMOS
E-0
E543000-0
2824
HRUHYAIU
A-D
A433537-D
2924
IHKYATOU
C-A
C552434-A
3024
3124
LEITIHAKEI
C-A
C315233-A
3224
2525
2625
2725
2825
2925
3025
SHOTKAHA
B-B
B104254-B
3125
TEIYKIEA
A-B
A575875-B
3225
UKHTAIHASOI
C-B
C769214-B
2526
GAFHADAD
E-0
E101000-0
2626
2726
2826
EASAKHOU
A-C
A566786-C
2926
3026
3126
SUEIYRIE
C-A
C945336-A
3226
2527
2627
2727
2827
2927
3027
3127
3227
2528
2628
KAIEAR
C-9
CA835A5-9
2728
2828
2928
3028
3128
KA'AHEAKH
C-B
C876672-B
3228
KYRYKYRIE
B-9
B5645A8-9
2529
2629
TLEHIUI
E-9
E432354-9
2729
2829
2929
YIEAKYE
B-9
B454555-9
3029
YA' UIYAKH
E-0
E615000-0
3129
AIRHELU
D-A
D110212-A
3229
2530
2630
2730
2830
OAKHLAFAH
C-A
C211315-A
2930
AOKAOREAH
D-A
D433365-A
3030
3130
3230
Gas Giant
B-6 Starport Class & Tech Level
Other Naval Base
Imperial Scout Base
Secure System
Amber Zone
Red Zone
X-boat Route
Trade Route
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)
Research Station
Aslan Hierate

EASAKHOU

Easakhou is a temperate world in orbit around a yellow main sequence star but its surface area is concentrated in a broad equatorial land mass, with oceans covering the northern and southern regions. This central land mass is dominated by sweltering jungles and scorching deserts. A small planet with a gravity of 0.59 standard, its tectonic activity has essentially ended despite it not yet being five billion years old. Eroding mountains and rugged terrain make for fine hunting grounds and impressive vistas but this terrain has hampered industrial development.

The world was first settled in -1280 by humans from Halifax who named their new home Araniopa. The planet joined the Corellan League in -793 at the signing of the Treaty of Garrone in a period when the main advance of Aslan settlement was still several parsecs distant. This soon changed. Araniopa was conquered in -576 by the Tlyolriou clan, a vassal of the Syoisuis. Most human settlers fled the system after its fall but a small minority of thoroughly assimilated humans still reside on the planet. The system remained a battle zone during most of the Expedition Era. It was briefly recovered by the Storm Knights in 97 but they never completely defeated holdout Tlyolriou fighters in the jungles. The Treaty of Destiny returned Easakhou to Aslan control in 101.

Since the end of the expeditions, Easakhou has become one of the few Aslan worlds to welcome human tourists, although careful and intrusive screening weeds out potential agitators or saboteurs. Wilderness and hunting tours are the main draw for offworld Travellers. The Syoisuis clan often claims hospitality to indulge in hunts against the varied local fauna, which includes large herbivores accustomed to fighting off an impressive array of fleetfooted or aerial predators.

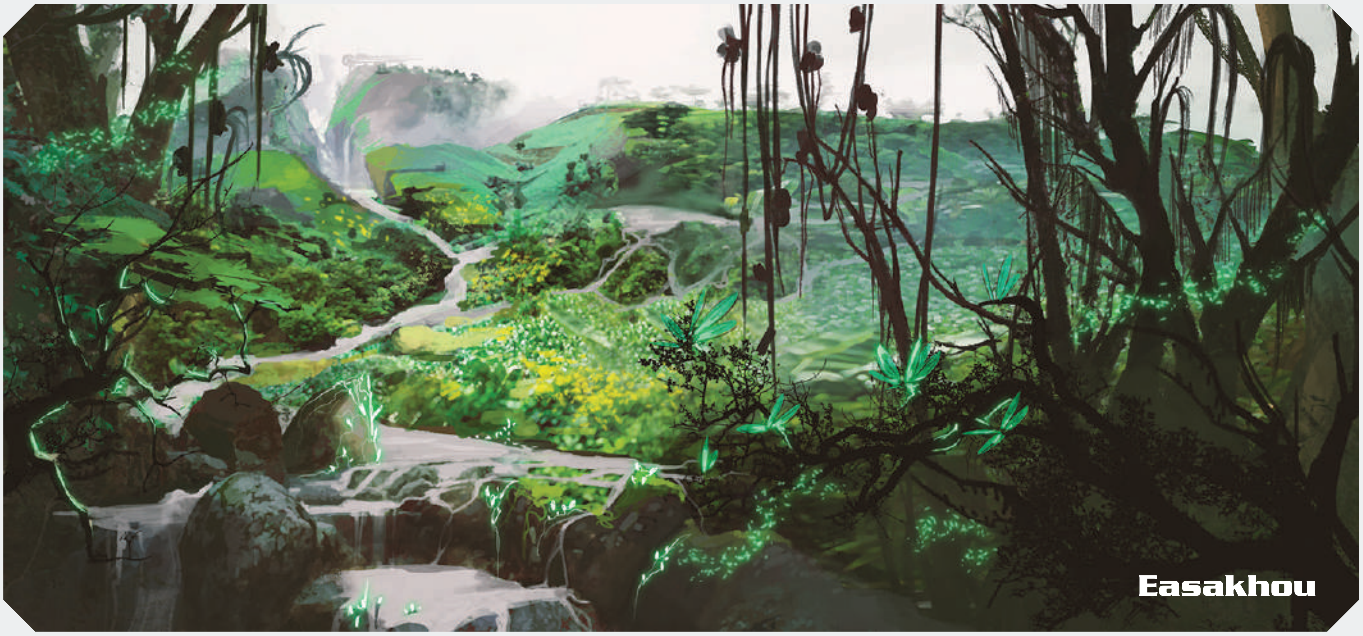
Despite a high Tech Level in the starport vicinity, most of the world is wilderness and many of its residents prefer simpler tools, some even living a pre-industrial existence. Much of the advanced infrastructure is supported by imports and spare parts are scarce and expensive.

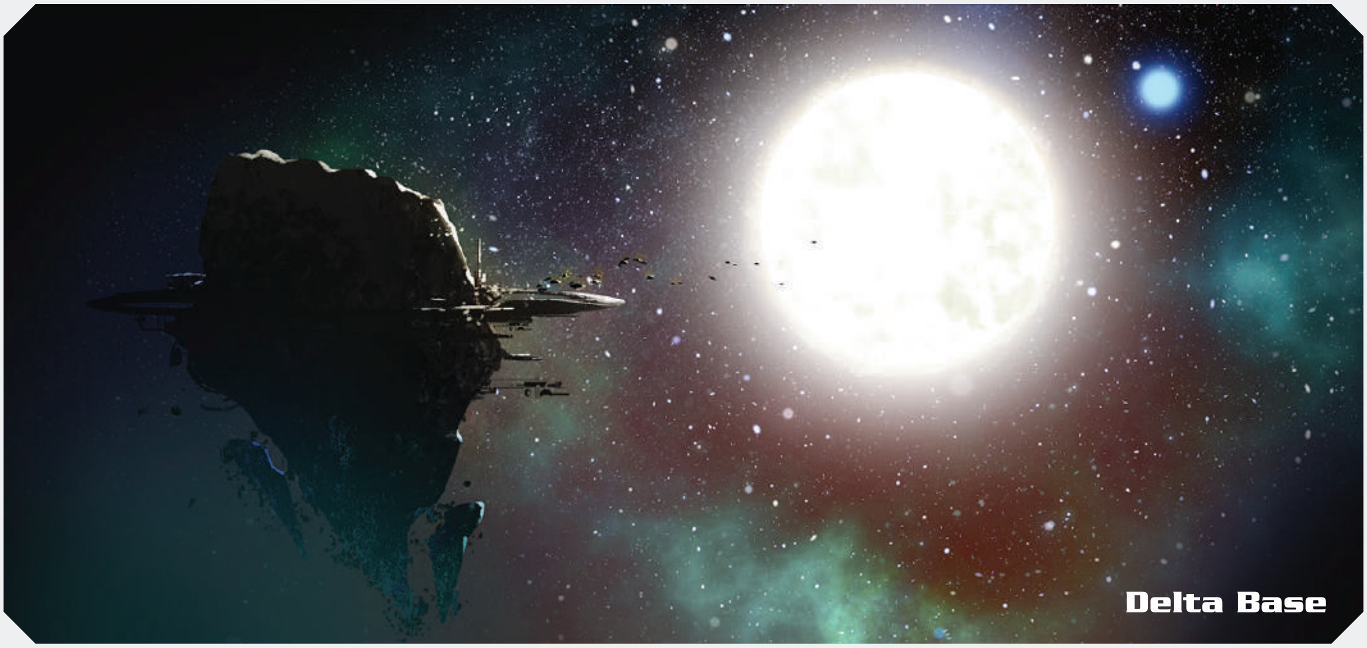
DELTA BASE

The shielded asteroid installation at Delta Cephei was established by the IISS in 304 and maintained with varying degrees of enthusiasm ever since. Almost abandoned in the 600s, it remains in place as much to watch over the Aslan Hierate as to observe a variable star best known for its clock-like regularity. Delta Base is a sprawling complex of observatories and tunnels burrowed into a 30 kilometre-wide irregular metallic asteroid locally called ‘The Rock’.

Only 2,000 permanent staff reside on The Rock. Three-quarters are IISS personnel, the rest administrators or guest scientists. The base can easily accommodate 100,000 people and ships of up to 200,000 tons displacement but most of it remains sealed off and depressurised. Rumours it houses a secret naval base are likely unfounded, although mothballed areas of the base are off-limits to visitors and guarded by intimidating security robots.

Beyond Delta Station, the Third Imperium maintains no permanent presence, although it sends scouting and diplomatic missions further afield, occasionally


Easakhou



Delta Base

accompanied by a small task force of Imperial Navy ships to 'show the flag' and discourage wanton Aslan *ihatei* expansion.

The system includes a population of a few thousand residents who are not station personnel or their families but prospectors who mostly earn a living supplying volatiles from cometary bodies and providing services, which the IISS administration does not condone. These residents form the official government of Delta Base, living in settlements drilled into The Rock or burrowed into icy comet cores captured and dragged into co-orbit with the asteroid. The settlement of Deep Rock City acts as the government centre of Delta Base and is the official holder of client state status, as the Imperium does not want to directly rule a system so far from its borders. Outside the airlocks of the IISS base and Deep Rock City, the law, Imperial or local, ceases to apply.

MEFEBIT

The world of Mefebit orbits a G9-type main sequence star with a distant red dwarf companion. It is an aging, drying planet whose oceans have receded, leaving eroding cliffs at the edges of continents frozen into place by stalled tectonic activity. The air is thin and most of the land surface is badlands and desert.

The world is uninhabited except for one temperate zone region that receives enough rainfall to support stubby forests and yellow grasslands. Here, six rivers drain off the continental shelf into a series of waterfalls and rapids. In this isolated shelf region live nine million Droyne in small cities and towns connected by winding cliffside roads and a network of solar-powered airships.

The Droyne of Mefebit have maintained a self-imposed interdiction since abruptly expelling an Imperial Interstellar Scout Service survey team in 794. Although the local technology base does not appear to be high, a large orbiting battle station armed with nuclear missiles and lasers enforces quarantine. Visitors who approach the world receive no warning. Once within 50,000 kilometres of Mefebit, the station unleashes a volley of missiles and continues to fire until the threat is destroyed or withdraws.

The Droyne themselves seem to have access to higher technology than evident on the surface or on the orbital station. Occasionally Droyne starships visit the world, unmolested by missiles. Some are identifiably from Andor but others are of a different style and unknown origin.

TEIYKIEA

Teiykiea is a young world in orbit around a G6-type star. Its atmosphere contains just enough oxygen to be breathable by Aslan or humans. Heavy volcanic activity pours out dozens of cubic kilometres of lava every year, spewing sulphur dioxide into the air and spreading ash to darken the skies. More than half of the world's surface is desert or ashfall but a good portion of the rest, protected by steep mountain ranges and watered by monsoonal rains, is lush forest and jungle. The seas teem with life.

Three centuries ago, inter-clan warfare resulted in a nuclear conflagration on Teiykiea, a conflict whose radioactive scars are still evident. Ever since, the dozen minor clans vying for control of the world have opted to continue their conflict for dominance of the world via a series of *tehlaicho* or strictly limited wars. Conflicts occur within prearranged limits to military strength and field of operations, with victory conditions set in advanced and adjudicated by neutral parties. The unfortunate result of this limited warfare is its never-ending nature, with battle after battle resulting in neither total victory nor total defeat for any party.

Teiykiea was never settled by Humaniti. The first *ihatei* reached Teiykiea in -930, with multiple clans staking overlapping claims to the most fertile lands. Thus began the conflicts that mar Teiykiea's entire history. As a marshalling ground for clan warships fighting the Storm Knight's expeditions, Teiykiea received a great deal of early investment, including the construction of orbital defence platforms and shipyards. Each clan ensured their stake in the infrastructure by claiming territories on the ground. By -350, more than three dozen clans had made competing claims to lands and newcomers were forced to stake out desert and ashfall territories while coveting the richer jungle valleys that lay out of reach. Population already exceeded 50 million when Teiykiea's first global war broke out in -277, interrupted only by the Sixth Expedition.

For the next seven centuries wars were endemic but the threat of the Storm Knights compelled the clans to avoid threatening the status of the world as a logistics stronghold by any unrestrained conflict among themselves.

After the Peace of Kaiear in 422, this constraint was gone. On a world with a population of a half billion spread across 50 competing clans, the pressures of competition and aggression built until they exploded. The second global war lasted from 450–518, destroying the orbital infrastructure and many centres of industry on the ground. Although all sides refrained from the use of weapons of mass destruction, bombardments of cities by conventional means was not restricted. No clear victory, only exhaustion of resources and worsening volcanic eruptions ended the second war.

For more than a century the clans rebuilt their cities and expanded their forces. New competing starports orbited the world and by 730 the population topped a billion. The world's politics were a jumble of competing clans and shifting alliances. In 765 the sudden defection of a block of clans from the leading coalition instigated the third global war. For the first five years, the war was fought like the previous conflicts but when the Keaeuihweuao clan faced defeat as its mountain strongholds fell under siege, they lashed out to destroy the besiegers with neutron weapons. The retaliation was a massive bombardment that turned their mountains to slag but not before Keaeuihweuao failsafes launched their missiles and set off nuclear charges long hidden in enemy cities. The immediate devastation was extreme but the reaction of the victors now turned victims was to blame each other for some of the detonations, leading to a second round of nuclear exchanges. In the end three-quarters of the population was dead and the world's infrastructure ruined.

A dozen clans, minor and neutral, survived somewhat intact in their shelters. When the decade-long nuclear winter cleared, they set about retaking the ruins. They built new alliances with the shattered refugees of fallen clans and completely changed the power structure of the devastated world.

For a century, Teiykiea was at peace for the first time in its long history but then clan rivalries began to reassert themselves. When war threatened again, the clan leaders feared a devastating fourth war and so in 894 agreed to the Pact of Teiykiea, which reduced conflict to *tehlaicho* – strictly limited war.

The Pact has held but the unintended consequence was a continual jockeying for power as limited wars brought limited results and no clan was willing to stake everything on the outcome of a constrained war. For two centuries, the deserts, ashfall lands and valleys, still too radioactive to be reoccupied, have become battle zones for *tehlaicho* conflicts with neutral observers.

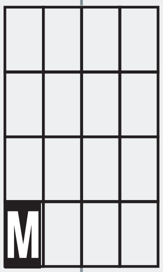
Teiykiea is the most populous world in the Delta Cephei subsector with its 700 million inhabitants accounting for five-sixths of the subsector's sophonts. Its infrastructure is solid, its starport a neutral city in geosynchronous orbit but reputation sullied by violence endemic even by Aslan standards.

On Teiykiea war has become a sport with season after season of bloody conflict over worthless land and while it has kept the cities safe and allowed the population to once again grow and prosper, it has also led to a culture of violence with touchy males emulating their warrior kin. Duelling is more prevalent on Teiykiea than on any other Hierate world in The Beyond and assassinations occur with alarming frequency. Humaniti is not well regarded on Teiykiea but not for obvious reasons. Instead, Humaniti is blamed for the Peace of Kaiear, which allowed Aslan violence to be focused inward, not against a hostile alien race.

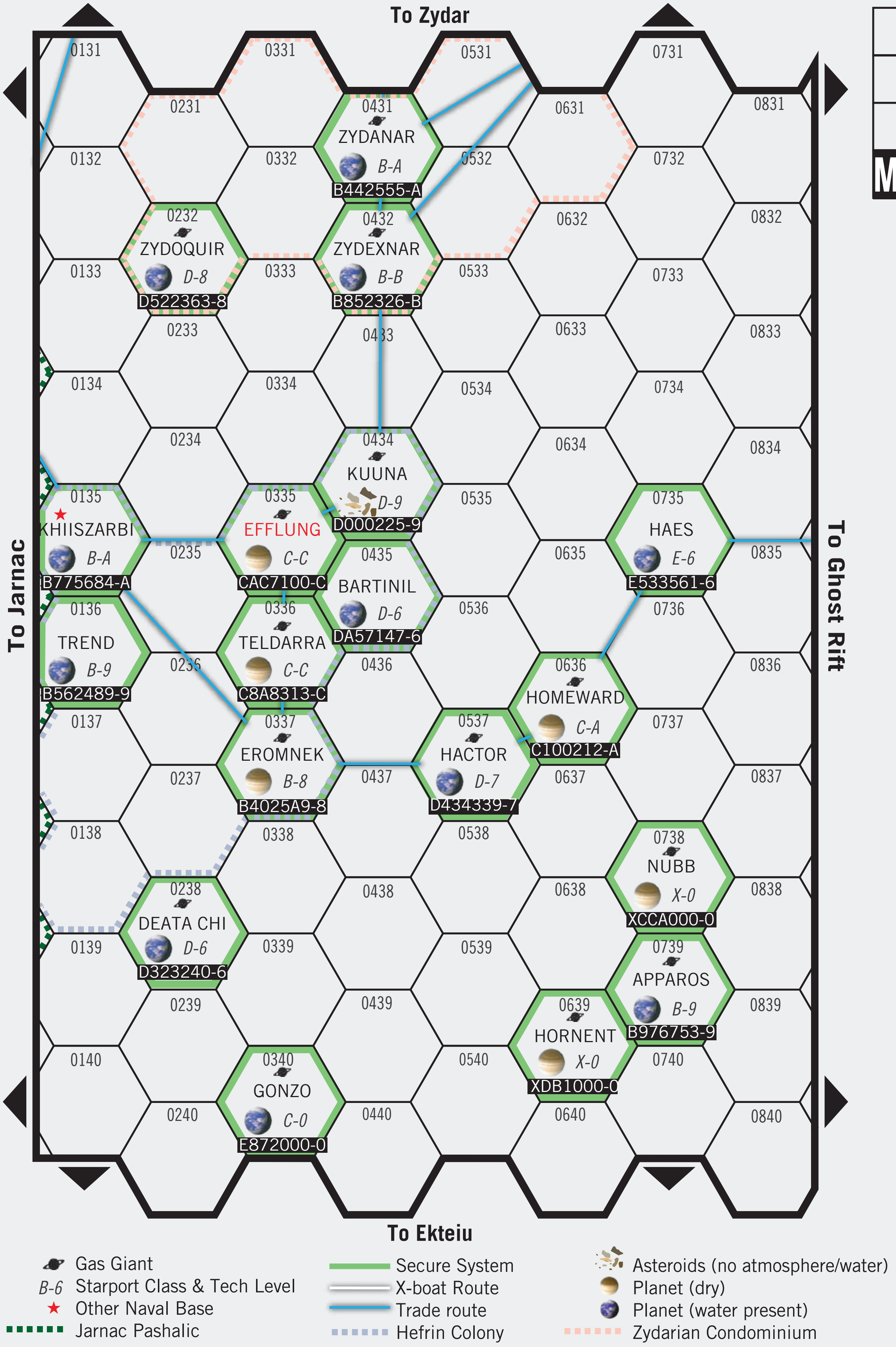
SPINWARD DRIFT

The sparsely populated Spinward Drift consists of 18 systems, 15 occupied by a total population of 84 million inhabitants, 95% percent of whom reside on Apparos. Of the rest, 3.5 million are citizens of the Hefrin Colony's seven systems and half a million live on the three Zydar Codominium worlds, nearly all on Zydanar. Besides Apparos, there are four other independent systems of little note. Of these, only Haes has a significant population. Three systems, Gonzo, Hornent and Nubb, are uninhabited.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Apparos	0739		B976753-9	Ag			G
Bartinil	0435		DA57147-6	Lo		Hefrin Colony	
Deata Chi	0238		D323240-6	Lo Po			G
Efflung	0335		CAC7100-C	Fl Ht Lo		Hefrin Colony	G
Eromnek	0337		B4025A9-8	Ic Ni Va		Hefrin Colony	G
Gonzo	0340		E872000-0	Ba			G
Hactor	0537		D434339-7	Lo			G
Haes	0735		E533561-6	Ni Po			
Homeward	0636		C100212-A	Lo Va			G
Hornent	0639		XDB1000-0	Ba Fl			G
Khiiszarbi	0135	N	B775684-A	Ag Ni		Hefrin Colony	
Kuuna	0434		D000225-9	As Lo Va		Hefrin Colony	G
Nubb	0738		XCCA000-0	Ba Fl			G
Teldarra	0336		C8A8313-C	Fl Ht Lo		Hefrin Colony	G
Trend	0136		B562489-9	Ni		Hefrin Colony	
Zydanar	0431		B442555-A	Ni Po		Zydarian Codominium	G
Zydexnar	0432		B852326-B	Lo Po		Zydarian Codominium	G
Zydoquir	0232		D522363-8	Lo Po		Zydarian Codominium	G



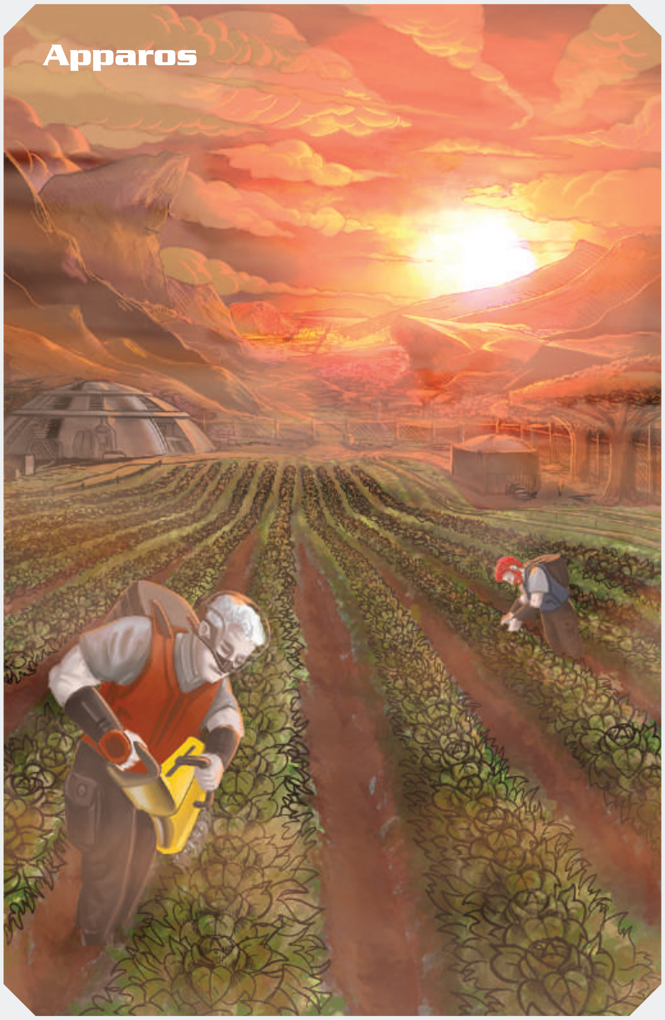
SPINWARD DRIFT SUBSECTOR


To Zydar
To Jarnac
To Ghost Rift
To Ekteiu
0131
0132
0133
0134
0135 ★ KHIISZARBI B-A B775684-A
0136 TREND B-9 B562489-9
0137
0138
0139
0140
0231
0232 ZYDOQUIR D-8 D522363-8
0233
0234
0235
0236
0237
0238 DEATA CHI D-6 D323240-6
0239
0240
0331
0332
0333
0334
0335 EFFLUNG C-C CAC7100-C
0336 TELDARRA C-C C8A8313-C
0337 EROMNEK B-8 B4025A9-8
0338
0339
0340 GONZO C-0 E872000-0
0431 ZYDANAR B-A B442555-A
0432 ZYDEXNAR B-B B852326-B
0433
0434 KUUNA D-9 D000225-9
0435 BARTINIL D-6 DA57147-6
0436
0437
0438
0439
0440
0531
0532
0533
0534
0535
0536
0537 HACTOR D-7 D434339-7
0538
0539
0540
0631
0632
0633
0634
0635
0636 HOMEWARD C-A C100212-A
0637
0638
0639 HORNENT X-0 XDB1000-0
0640
0731
0732
0733
0734
0735 HAES E-6 E533561-6
0736
0737
0738 NUBB X-0 XCCA000-0
0739 APPAROS B-9 B976753-9
0740
0831
0832
0833
0834
0835
0836
0837
0838
0839
0840
Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
Jarnac Pashalic
Secure System
X-boat Route
Trade route
Hefrin Colony
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)
Zydarian Condominium

APPAROS

Despite being by far the most populous world in the Spinward Drift, Apparos is not particularly noteworthy, sitting in the habitable zone of its aging orange sub-giant star. Once it was a cold barren world but in this late stage of its sun's life the world has come to life, ices melting, seas teeming with life, although none but simple flora has colonised the land. Long before these creatures have time to evolve into something complex their sun will become a red giant, burning away the ocean and baking the land, but that is tens of millions of years in the future and of no concern to settlers.

Apparos has an atmospheric taint from a slight tinge of ammonia, a remnant of vanished slushy polar caps of the foul substance. The gas lingers in the air, adding more an unpleasant odour rather than any real hazard. The residents are used to it. It helps with soil fertility so they can cultivate enough crops to support a growing population and they even export food when the rare ship visits.



Settled in -603 by a group of Halifaxian refugees, the population of 80 million has low genetic diversity and exhibits enough genetic drift to make white and red hair, with subsequent pale skin, a trait for much of the population. They are not albino but their alabaster skin will burn under even mild ultraviolet light. The government is efficient and reasonable, and local technology supports a decent standard of living.

Apparos's remote location makes it an infrequent target for interstellar raiders. Its defence forces consist of little more than a police force and missile defences discouraging the occasional corsair or Star Legion ship – if there is any different – from approaching the world. A pair of Storm Knight Starfighters and a clutch of Katar fighters provides protection from threats beyond orbital space in return for a modest stipend and land grant. The commander of this reserve force seems prouder of his small vineyard and orchard than of his shiny starship.

EFFLUNG

The Efflung system consists of a dim red dwarf orbited by a distant brown dwarf. Two gas giants orbit the star and one the brown dwarf. The Jarnac Pashalic Navy's patrol craft maintain security across the red dwarf system, deterring corsair activity around the two gas giants and the asteroid belt between them but the 80 AU distant brown dwarf's planetary system is unpatrolled and rumoured to contain a forward outpost of the Zydarian Star Legion.

Efflung is a large world with a crushingly dense atmosphere laden with fluorine and carbon monoxide, uninhabited except for a handful of wildcat miners using corrosion-resistant vehicles and drones to harvest unique minerals from the surface.

In orbit is the official capital of the United Spinward Worlds (USW), which even its own inhabitants refer to as the Hefrin Colony. The capital is an orbital Class C starport with one module acting as an effectively powerless congressional chamber. The Jarnac Pashalic maintains a small garrison, officially hired out as starport security, to insure the 'independence' of the USW. Visitors to the highport are greeted by an impressive media presentation extolling the virtues of the federal form of government and the illustrious deeds of the Hefrin family but the station is nearly empty, maintained mostly by robotic cleaners. Its nearly deserted commercial and residential sections still exude a 'new station' smell after centuries of benign neglect.

EROMNEK

Ruled by Jordan II, King of Eromnek and a direct descendant of Joachim Hefrin, Eromnek is the second outermost moon of a large gas giant, heated to near 0°C by its parent's infrared heat and the tidal pull of its neighbouring moons. The gas giant orbits a pair of red dwarf stars at a distance just outside their jump shadow, making it an ideal location for a starport refuelling station. Unfortunately, little traffic passes its way.

Joachim Hefrin founded Eromnek in 747, hoping to build an industrial centre for the nascent Hefrin Colony. Underinvestment and Joachim's accidental death in 754 curtailed the effort, with Joachim's less capable daughter Janna struggling to maintain control of the remote outpost. Janna's son Jordan overthrew his mother in 759 and declared himself King Jordan I the following year, nearly severing the bonds of the Hefrin Colony or United Spinward Worlds.

The USW only continued to exist because Eromnek could not feed itself. Jordan quickly repaired his relationship with his great-aunt Jennifer, who was the de facto ruler of Khiiszarbi, the breadbasket of the tiny interstellar state.

In the years since the establishment of the monarchy, Eromnek has suffered from chronic underinvestment, oppression cumulating in the departure of thousands during the misrule of Queen Jasmine and a slowly decaying infrastructure. As with many Hefrin worlds, contractors seconded from the Jarnac Pashalic provide security at the starport. The king's Royal Guard are a light infantry battalion of Jarnaci mercenaries.

GONZO

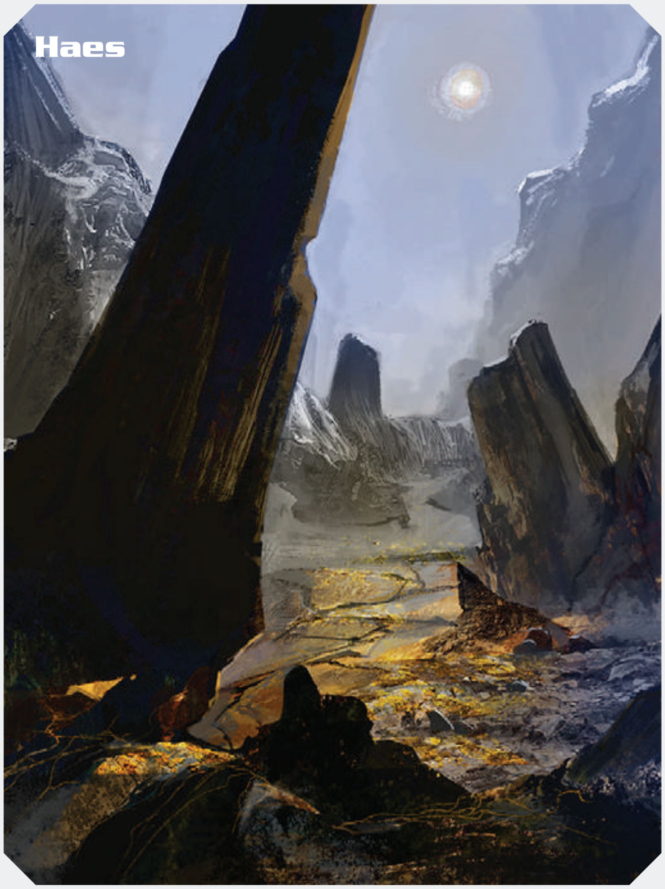
Gonzo was named for its orbit; its semi-major axis – the average distance from its orange sun – places it squarely in the habitable zone. Unfortunately, its orbit is far from average. Its eccentricity is 0.75 and its orbital inclination – measured from the average plane of the system's four gas giants – is nearly 80° – or really 280° since it orbits retrograde. Initial surveyors assumed it was a captured rogue world but this turns out not to be the case. Instead, resonance between the system's gas giants kicked Gonzo into its current orbit, which also drives it through the orbital plane in the outskirts of a torus of asteroids, also pushed around by the gas giants. The outer region of the Gonzo system contains nine rockball planetary bodies, some of which circle their star in orbits even more extreme than Gonzo itself.

Despite an extreme environment, where temperatures can swing from 120°C to -80°C and hardly a year goes by without at least one small crater forming from an asteroid impact, Gonzo has native life. It has an unpleasant ecology and the most notable lifeforms are fast growing organisms similar to slime moulds with a proficiency for corroding metals and in one species – according the IISS report – a penchant for eating the seals used in standard Scout Service protective gear. The last known visit to the system was a cursory investigation conducted by the Imperial Grand Survey in 1057 in preparation for the Second Survey.

Nobody lives on Gonzo. Nobody has claimed the system. Nobody has bothered to interdict it.

HAES

Orbiting near the inner edge of its G5-type star's habitable range, Haes is the eighth planet of a compact star system. Beyond its orbit lies a sparse asteroid belt and a lonely rockball. The world's surface is mostly covered by desert and salt flats from an evaporating sea and the atmosphere has been leaking into space for billions of years, destroying what was once a thriving ecosystem. The most prevalent surface vegetation is a yellow lichen-like crust, while the



shallow sea is tinged with rainbow colours from mats of anaerobic bacteria; the sea is the most convenient source of hydrogen for those few ships venturing into this corner of space.

Haes was settled in 840 by prospectors looking to scrape mineral wealth from the world and by entrepreneurs intent on building a starport that never received enough traffic to justify its existence. In 990, a group of dissidents from Eromnek settled in the shantytown next to the near-derelict port. Surprisingly, rather than stagnate or fade away the population of Haes grew over the years to reach 300,000 people. The original settlers and the Ex-Eromnekis never truly integrated but kept their differences to a usually non-violent antipathy.

Then in 1087 Renata the Heretic arrived. Renata was a deserter from the Zydarian Star Legion and she came with three ships and 80 heavily armed followers. The Star Legion is almost piratical in its practices and Renata took it a step further, establishing Haes as a base to raid the worlds of the Hefrin Colony – not for 'tithes' to Zydar but loot for herself and her followers. The Ex-Eromnekis backed her efforts, seeing it as revenge for their exile, but the original settlers took an opposite view.

In 1090 tensions broke into open warfare. After six days of fighting destroyed the ramshackle starport and one of Renata's ships, the pirate and her forces defeated their enemies and established themselves as rulers of the Heretic Free State of Haes. After five years of sporadic resistance, the ruling junta of pirates and Ex-Eromnekis militia leaders established a rough order on the planet. Having acquired two new ships – nothing more than armed merchants – Renata established herself as Grand Admiral of Haes. She remains careful not to cause enough disruption to trigger intervention from Jarnac or Nakris, and Zydar seems to have forgotten her sins, but the worlds within a few jumps of Haes are often witness or victim to her corsair activities, curtailed mainly by the scarcity of any starship traffic at all.

KHIISZARBI

Although its population is just three million, Khiiszarbi is the most populous world in the Hefrin Colony. Effectively ruled by the Hefrin family since its founding, it is also the most hospitable world in the small interstellar state.

Although more than half its land area is covered in desert, Khiiszarbi retains pockets of temperate, well-watered land suitable for habitation. The Hefrin River Valley, which drains into the larger of the world's two oceans, is the prime example of this and home to nearly the entire population. The atmosphere of Khiiszarbi is essentially breathable, although oxygen levels are near the lower limit of human comfort and dust storms are common even in the inhabited region. Khiiszarbi's citizens have received retrovirus treatment to increase their tolerance for low oxygen atmospheres and improve the function of their mucous membranes in dusty conditions. This treatment is available to anyone applying for Khiiszarbi citizenship but there is currently a waiting list at the only local government-operated facility able to perform the procedure.

Khiiszarbi was settled in 745 by the Hefrin family and their followers in the wake of failure of the Federal Constitution of the Corellan League. After establishing the initial settlement Joachim Hefrin departed for Eromnek leaving his sister Jennifer in charge of what they hoped would become the breadbasket of a growing interstellar state. After her brother's death in 754, Jennifer Hefrin became in effect the sole ruler of what was officially the United Spinward Worlds but she concentrated her authority on building up Khiiszarbi with what few resources she could muster. The effort met with some success. Khiiszarbi is a reasonably prosperous agricultural world with a stable government. In the centuries since Jennifer's death in 848 her descendants have continued to occupy most positions of power in the many ministries that regulate their citizen's lives. The current Prime Minister of the Khiiszarbi Free State is Janos Hefrin, a direct descendent of the Hefrin line.

Khiiszarbi culture is laid back. The government does not operate quickly and neither do most of its citizens, with automation taking care of most heavy agricultural labour. Basic social services, including a very basic income, is available to all citizens. The federalist zeal of the original settlers is long gone, subsided in more practical matters of ensuring a good harvest and enjoying recreational use of public lands.

While immigration is encouraged, few choose to move to this remote world despite excellent ski resorts in the mountains and opportunities to claim range land where modified cattle roam among the multi-coloured bird-like native life. Khiiszarbi is too remote to matter and too provincial to care. Besides, the Jarnac Pashalic has provided security for decades, so life remains peaceful on this backwater world.

GHOST RIFT

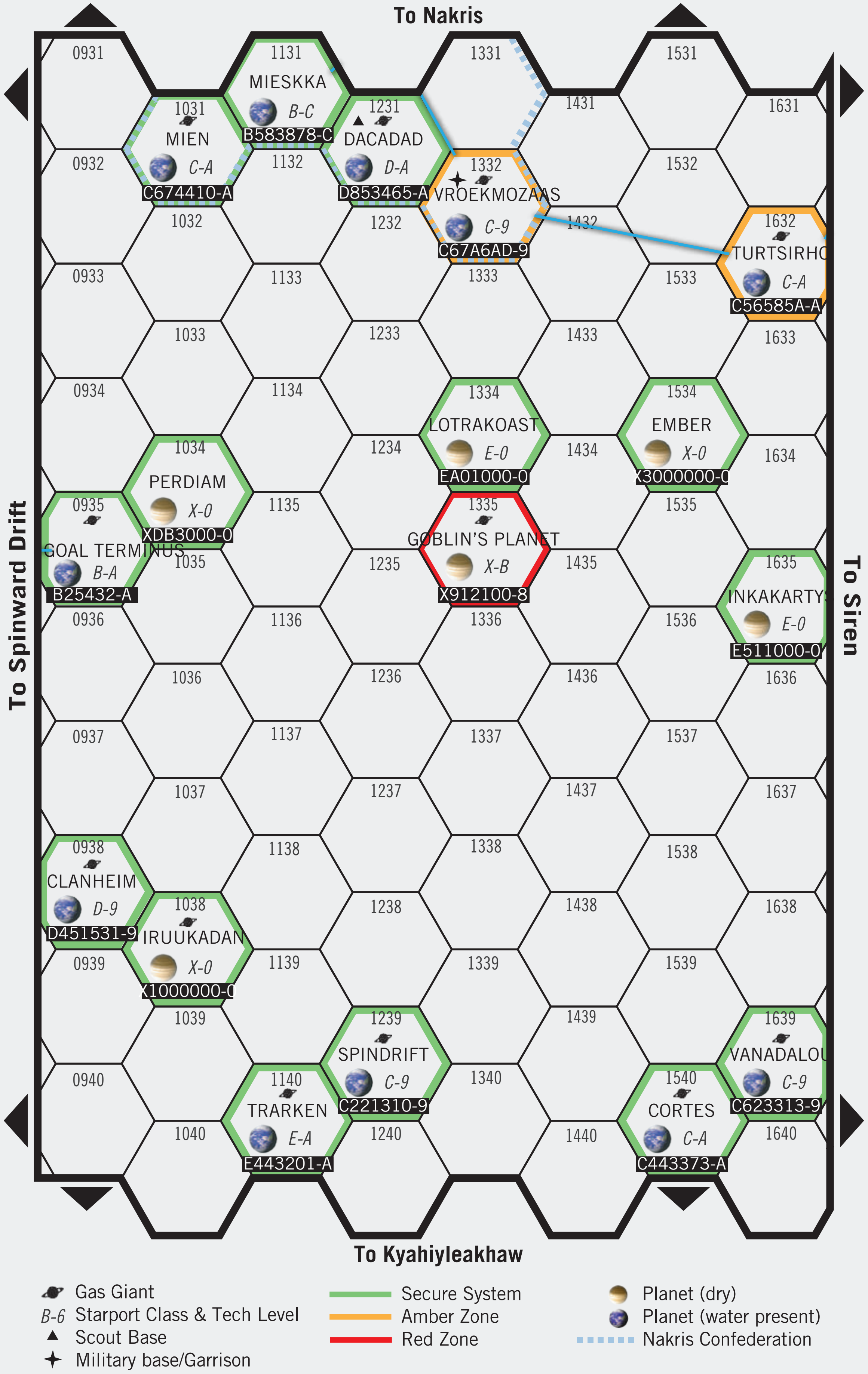
The Ghost Rift consists of 17 systems with a total population of 1.1 billion, of which 700 million are Droyne residents of Turtsirho. Nearly all the rest are human citizens living in the four systems of the Nakris Confederation, primarily on Mieskka. Six sparsely populated independent systems occupy mostly rimward portions of the subsector. Five systems are uninhabited and one is home to a strange alien entity.

The subsector is split into coreward and rimward worlds by a small but regionally substantial rift requiring jump-3 to cross even if fuel can be rung out of dry systems without gas giants.

Starships rarely travel across the rimward portions of the Ghost Rift. The best route is the Broken Chain, a string of jump-2 accessible systems across the rimward portions of the Spinward Drift, Ghost Rift and Siren subsectors, broken by the three-parsec gap between Cortes and Spindrift. While jump-3 poses little challenge to front line military ships, long haul mega-freighters or subsidised liners, it is uncommon for smaller ships plying less-visited systems to have such capability. This further isolates the subsector's rimward systems and limits pass-through trade. Only by roundabout means can most ships cross from one side of the subsector to another.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Clanheim	0938		D451531-9	Ni Po			G
Cortes	1540		C443373-A	Lo Po			G
Dacadad	1231	S	D853465-A	Ni Po		Nakris Confederation	G
Ember	1534		X300000-0	Ba Va			
Goal Terminus	0935		B925432-A	Ni			G
Goblin's Planet	1335		X912100-8	Ic Lo	R		G
Inkakartys	1635		E511000-0	Ba Ic			
Iruukadan	1038		X100000-0	Ba Va			G
Lotrakoast	1334		EA01000-0	Ba Ic Va			
Mien	1031		C674410-A	Ni		Nakris Confederation	G
Mieskka	1131		B583878-C	Ht Ri		Nakris Confederation	
Perdiam	1034		XDB3000-0	Ba Fl			
Spindrift	1239		C221310-9	Lo Po			G
Trarken	1140		E443201-A	Lo Po			G
Turtsirho	1632		C56585A-A	Ri	A		G
Vinadalou	1639		C623313-9	Lo Po			G
Vroekmozaas	1332	M	C6746AD-9	Ag Ni	A	Nakris Confederation	G

GHOST RIFT SUBSECTOR


To Nakris
To Spinward Drift
To Siren
To Kyahiyleakhaw
0931
0932
0933
0934
0935
GOAL TERMINUS
B-A
B25432-A
0936
0937
0938
CLANHEIM
D-9
D451531-9
0939
0940
1031
MIEN
C-A
C674410-A
1032
1033
1034
PERDIAM
X-0
XDB3000-0
1035
1036
1037
1038
IRUUKADAN
X-0
X1000000-
1039
1040
1131
MIESKKA
B-C
B583878-C
1132
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1138
1139
1140
TRARKEN
E-A
E443201-A
1231
DACADAD
D-A
D853465-A
1232
1233
1234
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1236
1237
1238
1239
SPINDRIFT
C-9
C221310-9
1240
1331
1332
VROEKMOZAAS
C-9
C67A6AD-9
1333
1334
LOTRAKOAST
E-0
EA01000-0
1335
GOBLIN'S PLANET
X-B
X912100-8
1336
1337
1338
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1533
1534
EMBER
X-0
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1535
1536
1537
1538
1539
1540
CORTES
C-A
C443373-A
1631
1632
TURTSIRHO
C-A
C56585A-A
1633
1634
1635
INKAKARTY
E-0
E511000-0
1636
1637
1638
1639
VANADALOU
C-9
C623313-9
1640
Gas Giant
B-6 Starport Class & Tech Level
▲ Scout Base
✦ Military base/Garrison
Secure System
Amber Zone
Red Zone
Planet (dry)
Planet (water present)
Nakris Confederation

CLANHEIM

Clanheim is the most populous world in the Ghost Rift's portion of the Broken Chain. Most commonly – if a half dozen times a year is common – the system is reached through Apparos or Nubb in the Spinward Drift by ships making the Spindrift Run, back and forth across the spinward half of the chain.

Clanheim is the cold, barely habitable moon of a gas giant orbiting a red dwarf star. A small world with thin atmosphere and long nights during which the temperate drops below -60°C, it was settled in 815 by three extended families fleeing the Third Imperium's Psionic Suppressions. The name of the world was meant to be a joke but future generations wondered if their ancestors were prescient. The three families, Morrison, Vaadim and Igirki, accounted for an initial population of fewer than 100 but in less than three centuries they have grown to number 50,000 people. For the first three generations, there was intermarriage between the families but, since 900, the families have grown apart, feuded and have separated into competing clans who – although not in direct conflict – remain at odds. Intermarriage has ceased, worsening an already serious lack of genetic diversity.

One effect of low diversity has been a strengthening of psionic powers among the population. Although not believed to have a strong genetic component, the concentration of people with psionic predispositions seems to have increased the frequency and power of psionics among the population. This has not been studied in any rigorous manner, as psionics and its study are only accepted practice in states far to coreward.

Clanheim has three rudimentary starports less than 100 kilometres apart, each maintained by a separate clan, competing for the scarce traffic bound for the system. Visiting ships are hailed telepathically as they enter orbit and asked to choose a port, often under the influence of the strongest telepath's suggestion. The few visitors to Clanheim are warmly welcomed but those who mean to harm or cheat the locals have little chance to succeed without psionic shielding.

DACADAD

The Dacadad system consists of an orange and red dwarf pair of widely separated stars. The system has three gas giants, all orbiting the red dwarf. The orange sun is home to nine rocky worlds and an outer ring of asteroids; the fifth of these once hosted intelligent life.

Dacadad is a world of red sands and weathered mountains, retreating glaciers feeding rivers that flow into shallow seas. It is the tomb of a dead civilisation; the Dacadadan race was bipedal but lacked a head, their stout torsos sprouting sensory organs and two mouths, one for eating and one for drinking. They developed technology and spread rail and canal networks across their drying world. And then they discovered nuclear energy.

The Dacadadan race suffered a global nuclear war more than 20,000 years ago, causing widespread ecological damage that pushed their world into an ice age, leaving cities reduced to ruins or slowly crushed by advancing ice. The last Dacadadans, reduced to primitive conditions, died out within 2,000 years. Finally, the ice age ended and the glaciers began to retreat, exposing ruins, graveyards and sprawling monuments built of stone by the last members of the dead race.

Dacadad is currently governed by Nakris. The colony is centred around a scientific research facility first established in 724 and dedicated to the study of Dacadadan civilisation. Recently, offworld tour companies have begun conducting excursions to visit the most impressive ruins, drawing the ire of the researchers. These tours try not to interfere with ongoing archaeological investigations, although there has been a surge of Dacadadan artefacts available for sale at Siren High. Nakris Confederation Star Force enforces customs controls on Dacadad and prevents unauthorised landings, yet a steady stream of artefacts still seems to leak out.

GOAL TERMINUS

Goal Terminus was once a small gas giant. Its star became a red giant and nearly devoured the world, stripping away everything but the core.

And then the star died and became a white dwarf. A billion years passed. The white dwarf cooled. The world froze. Gases seeped from deep cracks in the iron surface. A wisp of atmosphere formed.

Goal Terminus is only slightly larger than Terra. Gravity on the surface is 1.61 standard and the temperature on the slowly rotating world never exceeds -50°C, dropping below -100° during the 90 hour night. Yet 50,000 people live on the world's surface in domes looking out onto snows blown by the thinnest of winds. There is gravity compensation for those who want it but many brave the natural pull of the world on their bones.

Since 635 Goal Terminus has been the home of 'The Patient' or 'Those Who Await the End of Time', a sect dedicated to understanding the fate of the universe through meditation and logic. The Patient are not a grim emotionless people but dedicated to the joy of learning and the peace of knowing that although all things end, something will persist transformed, even beyond the end of time itself. Although claiming to be supremely logical, their philosophy is based on convoluted reasoning difficult for the non-initiated to understand. Still, they will persist in trying to explain it to newcomers by analogy, example and joyous gesturing. As they know many can find their enthusiasm annoying, they do not actively proselytise but spread the word by distributing their message broadly across Charted Space and encouraging those interested to read and study and to come to Goal Terminus to live among the enlightened.

It is an increasingly difficult journey, made worse by the current regime on Haes, which makes jump-3 voyages from Homeward or Clanheim or a jump-4 transit from Mien the only even marginally safe routes. Fewer than 10 ships visit Goal Terminus in a year, although when they arrive they find a well-appointed starport with reasonable fees awaiting them. The Patient themselves own a jump-3 starship with which they will transport those who wish to study and become enlightened under the spark of a dead white star.

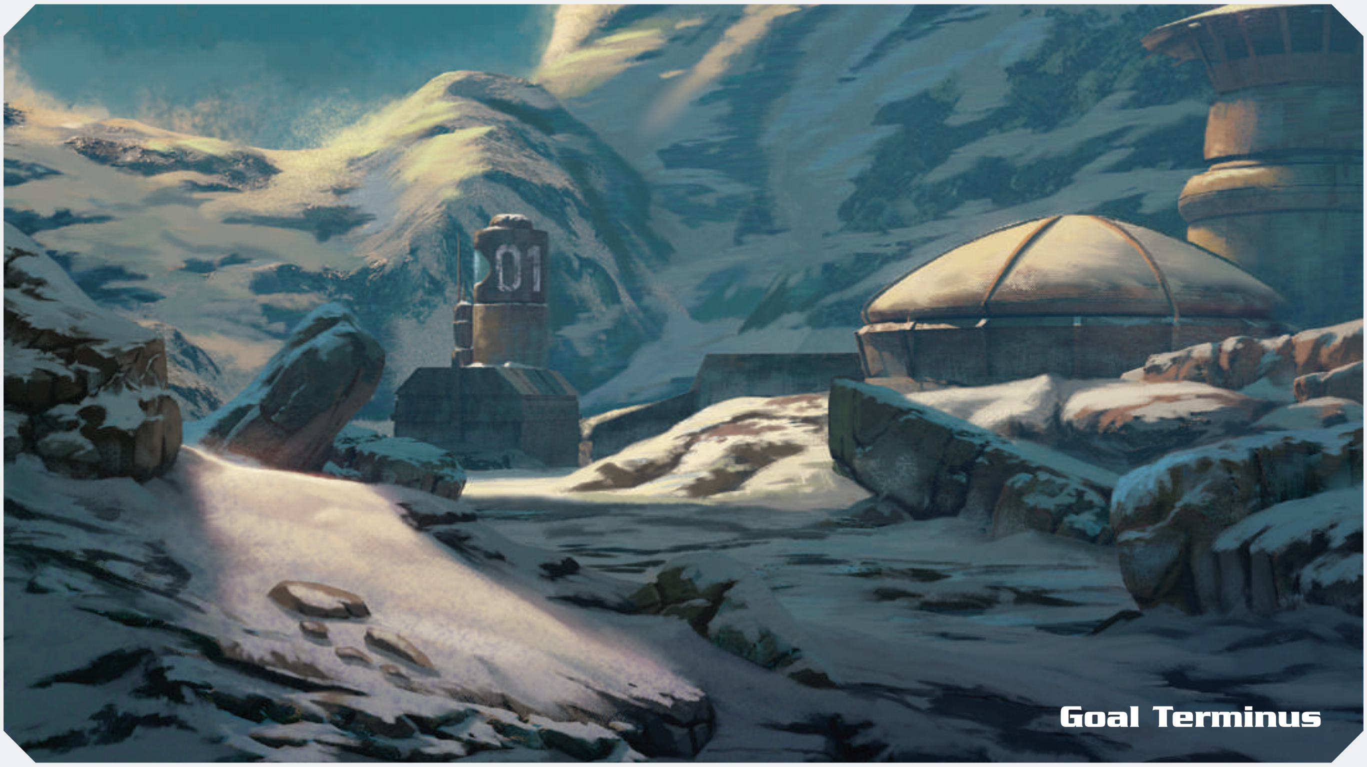
GOBLIN'S PLANET

Despite being far outside the habitable zone of its red dwarf primary, Goblin's Planet remains temperate with only polar ice caps below freezing year round. The planet and system are less than 100 million years old and retain much internal heat.

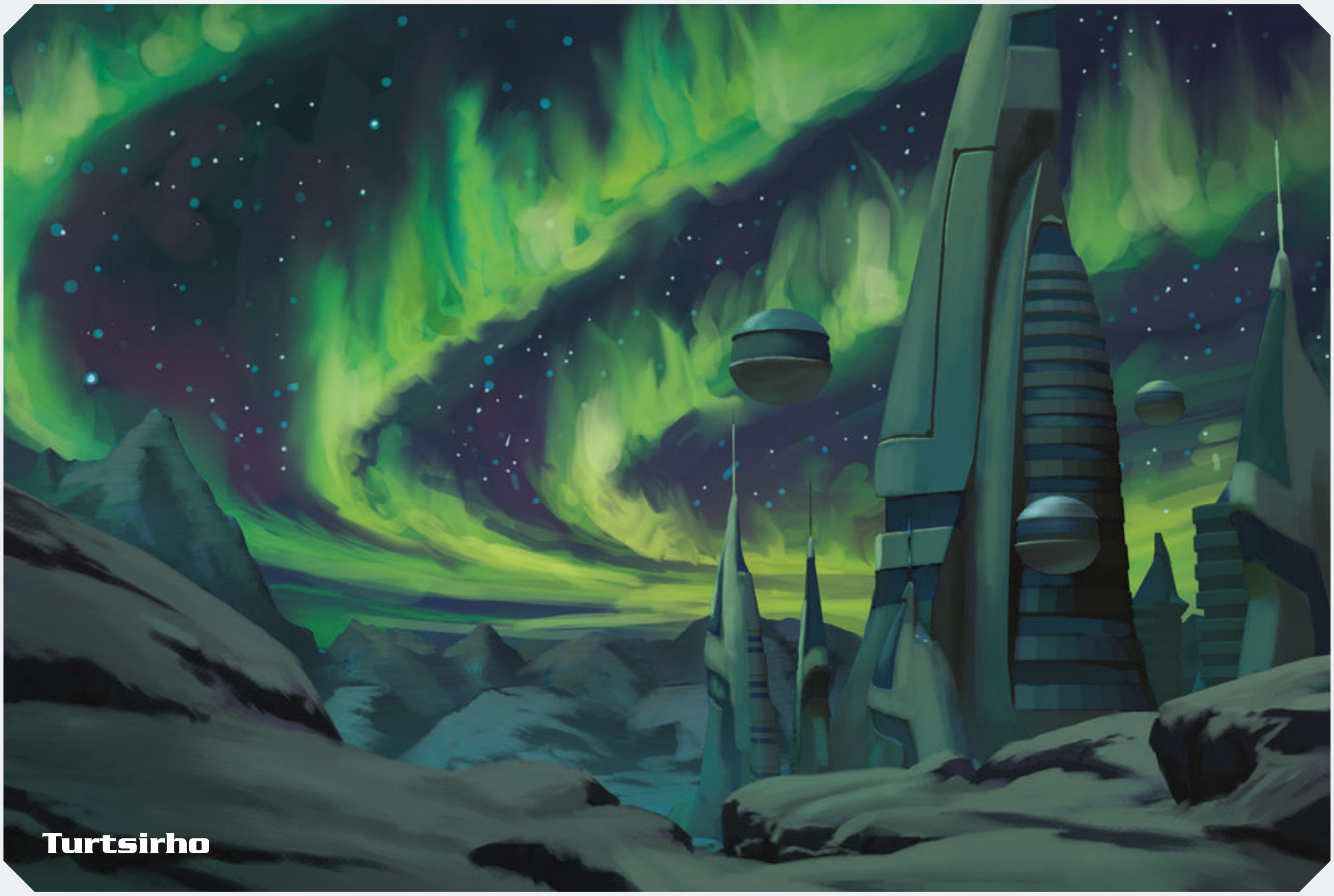
Goblin's Planet is named for the grotesque head carved out of an entire mountain that overlooks a long deep canyon. Orbital scans reveal a vast cavern complex spreading from the canyon across dozens of cubic kilometres, in some places penetrating the crust entirely and reaching the mantle below.

Ships approaching the world are warned to depart in Galanglic and Trokh from transmitters deep inside Goblin Mountain. Those ignoring the warning are held back from the world by a strong gravitational tractor beam. On rare occasions a ship is allowed to land in the canyon.

The last recorded landing was of a boat from the IISS survey ship *Kubasov* in 947. The contact team was greeted by a group of 40 humans and 40 Aslan, half male and half female, who claimed to serve the 'Entity'. The unseen Entity appeared to psionically control the subjects and spoke through them, asking the IISS crew to interdict the world. When asked about the humans and Aslan, the Entity – or perhaps the subjects – replied they were descendants of long-ago castaways and they lived to serve the Entity.



Goal Terminus


Turtsirho

At the recommendation of the survey team, the IISS placed the world under quarantine and positioned an automated beacon in orbit during a return trip in 954. The Hierate and local governments in The Beyond were informed of the interdiction and the satellite remains in orbit. The single gas giant in the outer system is available for refuelling but few ships visit this barely reachable system sitting on the route to nowhere.

When asked about the oddity of an equal numbers of male and female Aslan present, the team leader declined to speculate, although she had specifically noted the anomaly in her report.

TURTSIRHO

The Turtsirho system is a complex hierarchy of four stars and a brown dwarf, with two close pairs of stars orbiting each other and the brown dwarf looping around all four in a 10,000-year orbit. Fifteen worlds grace this system, including two gas giants. Turtsirho is the frozen moon of a gas giant in orbit around the lesser pair of stars. It orbits far outside the habitable zone but still possesses a breathable atmosphere, despite no part of its surface ever warming to the melting point of water. The cold green skies of Turtsirho fade into a night filled with dancing green aurora from the warring magnetic field of gas giant and moon, occasionally graced by a bright pair of nearby stars. It is home to the largest known population of Droyne of any world behind the Claw.

The Droyne of Turtsirho live in white cities of slender spires rising like fairy-tale castles over the frozen landscape. Submarines travel under ice-covered seas and large grav platforms float between cities, however ground transport is nearly non-existent across the jagged icy fields and granite spires of mountain ranges. Blizzards can last for days before clearing to reveal jade-bright skies or emerald curtains of light. The interplay of multiple suns and changing magnetic fields adds to the otherworldliness of Turtsirho.

Turtsirho could become a tourist mecca but for two reasons. First, like many systems in the Ghost Rift, it is not on a convenient route to anywhere. Second, although the Droyne welcome prearranged trading visits to their world, they are not interested in hosting outsiders and have strict, often inscrutable rules and restrictions for those who wander outside the starport's boundaries. The world's Amber Zone designation reflects the potential for misunderstandings leading to incarceration or incineration.

VROEKMOZAAS

The story of Vroekmozaas is a cautionary tale of what can happen when citizens cede control of their lives to a larger-than-life personality who offers them something for nothing.

The world of Vroekmozaas orbits an orange K1-type star within its habitable zone in a moderately eccentric orbit that causes greater seasonal variation than its slight axial tilt. Two large moons stabilise the world's rotation but also raise tides making coastal settlement unadvisable. Most of the world's population of seven million resides in the Six Lakes region of the northern hemisphere, where rainfall is plentiful and crystalline particulates from sandstorms are generally absent from the atmosphere.

Colonised by settlers from Imperial space in 638 and named Nawash, the world joined the Nakris Confederation in 701 in return for protection from corsair activity. At the time Nawash was governed by the descendants of the leading families of its settlers, owners of the largest ranches surrounding the salty Six Lakes. Most of the population were employees or tenants of the 'Big Nine' as the landowners, or Great Families, were known.

During the drought years of 957–965, the population suffered hardship as pastures dried and herds died. The hero of the day was Nils Vroekmozaas, who owned the largest desalination plant in the Six Lakes. Vroekmozaas chose to offer free clean water directly to the tenants, bypassing the normal distribution channel through the landowners. Most of the Great Families were smart enough not to openly complain during the crisis but when they privately pressed Vroekmozaas for more control, he made public their demands and instigated the Free Water Revolution of 963, which ended with a tenant militia seizing control of the mansions of the Great Families and electing Nils Vroekmozaas their Emergency Director.

Within two standard years the drought ended but the emergency did not. Show trials convicted members of the Great Families and their managers of the new crimes of 'exploitation' and 'elitism' and sentenced hundreds to death. The red armbands of the Free Water Militia turned into black ballistic uniforms of troops patrolling the roads in red armoured vehicles. Questioning the revolution became a crime.

At least the water was free. In 971 a plebiscite voted to change the name of the world to Vroekmozaas and make Nils Vroekmozaas's position permanent. The vote was 1,238,430 in favour, with 405 abstentions and 1,237 spoiled ballots – but the ballot lacked a checkbox for voting no.

Nils Vroekmozaas held the position until his death in 1008. His son Magnus assumed the post of Emergency Director without bothering with a plebiscite, promptly removing 'Emergency' from his title and changing the name of the militia to the 'Directorate Guard'. In 1010, Magnus died in a 'bathroom accident' and Ivan Reshmon, the commander of the Directorate Guard, assumed the Directorship.

Six Directors followed Reshmon, usually after some tragic unexpected death had claimed the life of the previous officeholder. The Directorate Guard clamped down on all gatherings of more than three outside the home, despite those restrictions crippling economic activity for a decade before automation eased the worst burdens. The Guard confiscated all edged weapons longer than seven centimetres, including cutlery.

Vroekmozaas is a highly regulated police state with pervasive surveillance, even inside the home. Media, education and commercial activities are controlled by the Directorate. Although the populace has basic needs guaranteed, owning luxuries is a criminal offense – Misallocation of Resources – punishable by re-education using advanced brainwashing techniques. Indoctrination of the public is successful enough to ensure voluntary compliance by the vast majority of the population and the average resident of Vroekmozaas will honestly express satisfaction with life and appreciation for the guidance the Director provides. Outsiders questioning this indoctrination are normally reported to the Directorate Guards, who promptly expel offworld 'provocateurs', usually after they have suffered a few accidental injuries and the occasional disfigurement. The Nakris Confederation tolerates Vroekmozaas's policies as long as its senators vote in line with Nakris's recommendations.

Director Eva Villacova is the current ruler of Vroekmozaas, as posters everywhere remind everyone. The water is still free.

SIREN

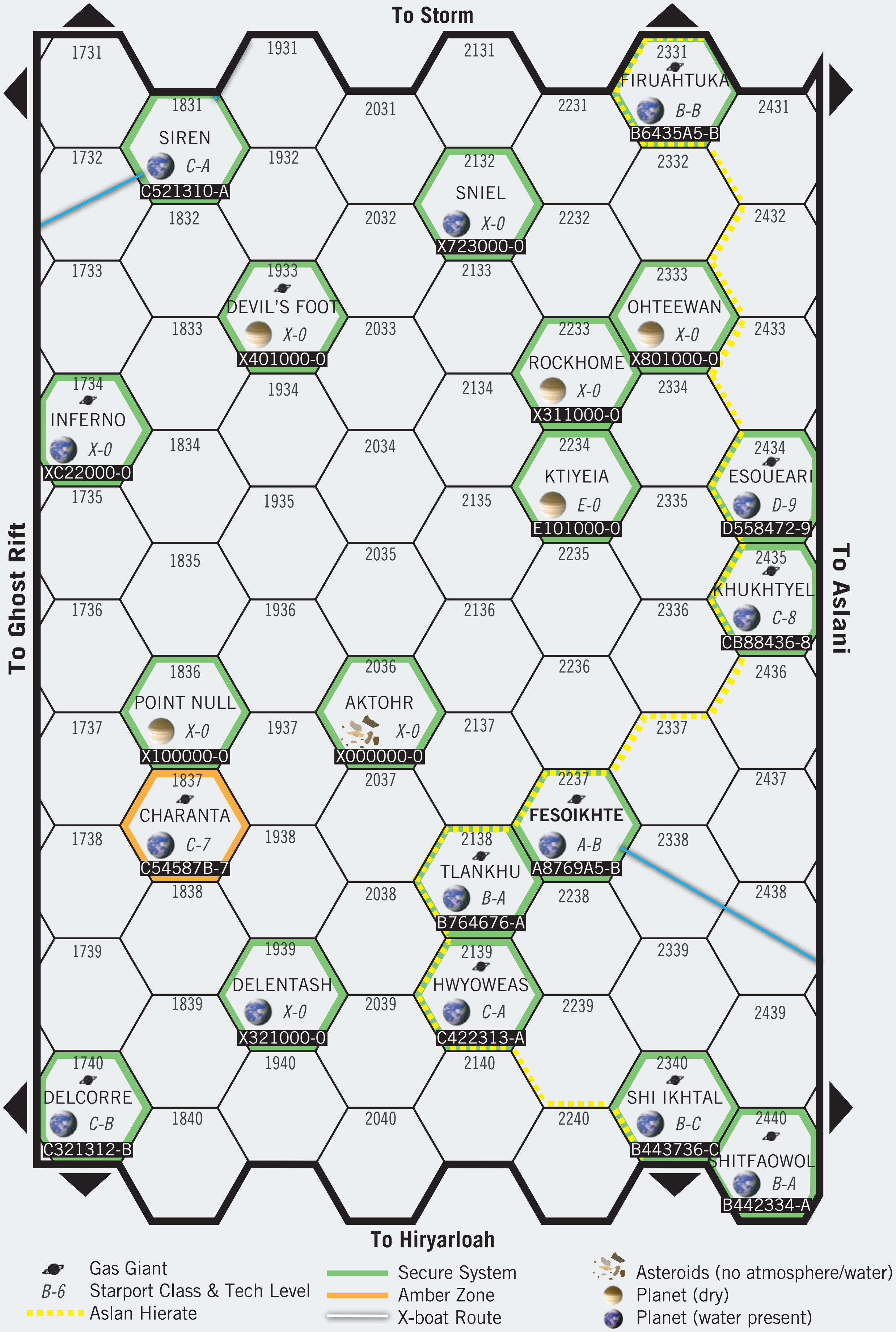
The Siren subsector consists of 20 systems and 5.4 billion inhabitants. Nine systems are officially unsettled in this desolate space between the frontiers of the Aslan and Humaniti. The Hierate occupies eight trailing systems and more than five billion Aslan inhabitants are members of the belligerent Khawyeiyikhtera clan, owners of the industrial world of Fesoikhte and the starport at Hwyoweas.

The Teakhea of Tlankhu are the only native intelligent race in the subsector but they are effectively assimilated into Aslan society and outnumbered on their own homeworld.

Of the three systems settled by Humaniti, Charanta is home to nearly all 300 million humans. The other two inhabited systems are owned by struggling wayport corporations, including Siren, which provides the subsector's name on Imperial charts but many locals call it the Charanta or Fesoikhte subsector, depending on their race.

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Aktohr	2036		X000000-0	As Ba Va			
Charanta	1837		C54587B-7		A		G
Delcorre	1740		C321312-B	Lo Po			G
Delentash	1939		X321000-0	Ba Po			
Devil's Foot	1933		X401000-0	Ba Ic Va			G
Esoueari	2434		D558472-9	Ni		Hierate	G
Fesoikhte	2237		A8769A5-B	Hi In		Hierate	G
Firuahtuka	2331		B6435A5-B	Ni Po		Hierate	G
Hwyoweas	2139		C422313-A	Lo Po		Hierate	G
Inferno	1734		XC22000-0	Ba Po			G
Khukhtyel	2435		CB88436-8	Ni		Hierate	G
Ktiyeia	2234		E101000-0	Ba Ic Va			
Ohteewan	2333		X801000-0	Ba Ic Va			
Point Null	1836		X100000-0	Ba Va			
Rockhome	2233		X311000-0	Ba Ic			
Shi Ukhtal	2340		B443736-C	Ht Po		Hierate	G
Shitfaowol	2440		B442334-A	Lo Po		Hierate	G
Siren	1831		C521310-A	Lo Po			
Sniel	2132		X723000-0	Ba Po			
Tlankhu	2138		B764676-A	Ag Ni Ri		Hierate	G

SIREN SUBSECTOR


To Storm
To Ghost Rift
To Aslani
To Hiryarloah
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1733
1734
INFERNO
X-0
XC22000-0
1735
1736
1737
1738
1739
1740
DELCORRE
C-B
C321312-B
1831
SIREN
C-A
C521310-A
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POINT NULL
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X100000-0
1837
CHARANTA
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C54587B-7
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1932
1933
DEVIL'S FOOT
X-0
X401000-0
1934
1935
1936
1937
1938
1939
DELENTASH
X-0
X321000-0
1940
2031
2032
2033
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AKTOHR
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2040
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X723000-0
2133
2134
2135
2136
2137
2138
TLANKHU
B-A
B764676-A
2139
HWYOWEAS
C-A
C422313-A
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ROCKHOME
X-0
X311000-0
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KTIYEIA
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E101000-0
2235
2236
2237
FESOIKHTE
A-B
A8769A5-B
2238
2239
2240
2331
FIRUAHTUKA
B-B
B6435A5-B
2332
2333
OHTEEWAN
X-0
X801000-0
2334
2335
2336
2337
2338
2339
2340
SHI IKHTAL
B-C
B443736-C
2431
2432
2433
2434
ESOUEARI
D-9
D558472-9
2435
KHUKHTYEL
C-8
CB88436-8
2436
2437
2438
2439
2440
HITFAOWOL
B-A
B442334-A
Gas Giant
B-6 Starport Class & Tech Level
Aslan Hierate
Secure System
Amber Zone
X-boat Route
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)

CHARANTA

Charanta has been on the front lines of Humaniti's resistance to Aslan expansion for more than 1,700 years, beginning when the world was settled by refugees fleeing Oberon. In recent centuries, the lessening tensions after the end of the expeditions allowed fragmentation of the world into competing nations, many of which are now at war.

A small world, half covered in water, Charanta has a thin but breathable, if somewhat unpleasant, atmosphere tainted by biological activity and industrial excess. Charanta orbits its G5-type star as its outermost planet. Beyond this ranges a dense asteroid belt, the remains of a failed world torn apart by the influence of the system's orange companion star just 30 AU distant. In orbit around the companion are the system's only gas giant, hugging the star in a two-day orbit, and two barren rockballs.

Charanta experiences substantial geological activity, with tall mountain ranges and volcanoes forming the backbone of the world's two large continents, which are linked by a narrow mountainous isthmus.

When Oberon fell to the Aslan in -628, several convoys of ships took refugees to other settled worlds beyond the reach of the *ihatei* expansion. Most headed towards Halifax, Garrone or Sant Rabloes, or further into the Corellan League. The flotilla centred around the freighter *Obe Hemmar* headed rimward then spinward, reaching uninhabited Charanta. Fearing the ship would not survive another jump, the flotilla deposited its refugees on the marginal planet. The last ship out of Oberon – the freighter *Larsa Fugue* – arrived the following year after a harrowing journey still celebrated in song and myth. The nascent colony then cannibalised their ships, retaining only three corvette-sized vessels for planetary defence.

For most of the Expeditions Era Charanta was intermittently a target of Aslan expansion. The corvettes were long lost defending the world but Aslan incursions failed to gain a foothold on the surface. The League and its Storm Knights were too far away to provide support and made little effort to overcome this difficulty – a fact the inhabitants of Charanta still remember. During the expeditions, Charanta had a republican government much like fallen Oberon's, with three balanced branches of government and universal suffrage for all. By the end of the expeditions, the world's population had reached nearly 100 million and technology had fallen to pre-stellar levels, straining the aging infrastructure keeping the now sprawling colony united.

The Treaty of Kaiear mentioned Charanta only once, in Article Nine, in which the Stormhaven Republic and Corellan League both renounced claims to the world or rights to station forces in the system. The Charantans had not been consulted. They have not forgotten this, either.

In 503, the western districts of Charanta seceded from the Republic after an argument ostensibly over transfers of payments to the poorer districts in the east but really about the divergence of cultures over the past 1,000 years. The west was home to miners, ranchers and a more independent type of person than those who lived in the faltering cities and smaller farms of the east. The First Charantan Civil War lasted from 503–527 and ended with the independence of Westrange, (pronounced 'West-range', not 'We-strange' but the Easterners would disagree). In 540, the eastern Republic fell apart in recriminations over the lost war. With Westrange supplying arms to all sides in the four-way struggle, the Second Charantan Civil War ended in 547 with the east broken into six new nations. By 550 the infrastructure of the entire planet had collapsed to the point where electricity was a luxury.

Charanta stabilised for several centuries, stuck in a low-tech rut. Even so, the growing population was militant enough to drive off incursions and the Aslan refrained from bombarding the planet from orbit, an act that would be a clear violation of the Peace of Kaiear.

The stagnation continued into the 1040s, when the local technological base had recovered to mid-Tech Levels. Westrange remained the largest nation on Charanta, covering half the inhabited land and home to 70 of 300 million inhabitants. Westrange's government was small and not very effective but the citizens liked it this way. It was not prepared when the Exrange Alliance of four nations mounted a concerted attack, driving tanks across its borders in a blitzkrieg attack. The Westrange War of 1048–1052 broke the nation into three.

The most powerful remaining piece of the west is the nation of Westgate, a mountainous region rich in mineral wealth and industry, and home to the only functioning space programme and starport. Since 1096 Westgate has been locked in war with four nations, including the other former pieces of Westrange, Rangeway and Far Midden.

Westgate is under martial law. While a puppet holds the presidency, the real power is Chief Marshal Agon Velt, who has mobilised his nation for total warfare and begun a programme to develop atomic weaponry. The Arling Starport outside Westgate's capital High Upton suffers from sporadic air and long-range artillery attack, leading to periodic shutdowns, but is still by far the most developed port on the planet.

The Charantans are xenophobic. They see Aslan as hostile invaders and the rest of Humaniti as self-interested factions who would cheat or abandon them. While not completely opposed to outside trade, all nations maintain high tariffs and only the starport in Westgate has any sort of services beyond a concrete pad, a fuel pump and some Quonset huts. Charantan Galanglic has evolved into two mutually unintelligible languages, Eastlic and Westlic. Galanglic is not taught in schools, except as a dead language used to interpret ancient documents related to eras of The Founding and Lost Oberon. Visitors are rare and unwelcome.

DELCORRE

The largest moon of its star's only gas giant, Delcorre is home to the only source of fuel in the system not requiring significant extraction and processing. The Delcorre system lies at the trailing end of the Broken Chain, a scattering of worlds on the rimward side of the gap splitting the Ghost Rift in two. If commercial traffic ever increases, its location could become valuable but demand for goods is low on the nearly uninhabited worlds of the chain and 10 parsecs is too far to profitably ship Apparos wines and fruits.

The Del Vastas starport is a surface-only installation deep within the jump shadow of its M2-type red dwarf star. It has pads capable of supporting ships up to 10,000 tons and fuel shuttles available to service ships unable or unwilling to land on a world whose very thin atmosphere is filled with the abrasive sand of eroded basaltic rocks. The planet is very warm, heated both by star sun and its occasional megaflares, and by the heat of its large parent gas giant, under 100 million years old and still contracting. The starport is run by the Del Vastas Corporation, which employs half of the system's 8,000 inhabitants. Most of the other half are family members of the employees.

Del Vastas once ran a second starport facility at Delentash but it was destroyed in 1101 by the Khawyeiyikhtera clan of Fesoikhte for failing to pay tribute. The corporation had hoped to upgrade its Delcorre facility to Class B but the required shipyard sits uncompleted, barely more than a hole in the ground. Traffic across the Broken Chain is too light to achieve the revenue required to run even the current facility and the corporation is basically insolvent. However, it is the best port between Charanta and Apparos.

SIREN

On Imperial charts, Siren gives its subsector its name, probably because it was the first inhabited world visited by Imperial scouts. Siren orbits well outside the habitable zone of its K3-type star, adjacent to a large diffuse asteroid belt that continues far out along the star system's orbital plane. It is outside the star's jump shadow, placing it in an ideal location for a refuelling waystation in a system with no gas giant. At some distant point in the past, the Ancients made a half-hearted or truncated attempt to give the world a habitable atmosphere but the effort clearly failed, leaving Siren a frozen wasteland with nearly as much carbon dioxide as oxygen in its very thin atmosphere – in the case of both gases, not enough to be useful.

Still, it was the best place in the system to extract fuel. The Siren Corporation established a foothold on the planet in -266, building a refuelling depot to support the Storm Knights during the Sixth Expedition. Since then, the small outpost has continued to operate as a Class C starport, providing fuel and some repair services for what little starship traffic crosses this backwater corner of space. The highport is more developed than the small downport, which is mostly dedicated to ice extraction.

Siren High Starport does not meet Class B standards mainly because of its lack of shipyard, although refined fuel is available for a price; Siren High is known as a place where anything can be acquired for a price but those seeking to take advantage of the lack of regulation are advised to be polite about it, as Siren's security forces are highly trained and well-equipped.

Additionally, any attempt to purchase or sell weapons of mass destruction will lead to a polite but firm demand to cease and desist, and conduct business elsewhere. Siren High Starport has existed as an independent entity for more than 1,300 years and has no interest in inviting the intervention of outside powers who could reduce it to vapour if given sufficient cause.

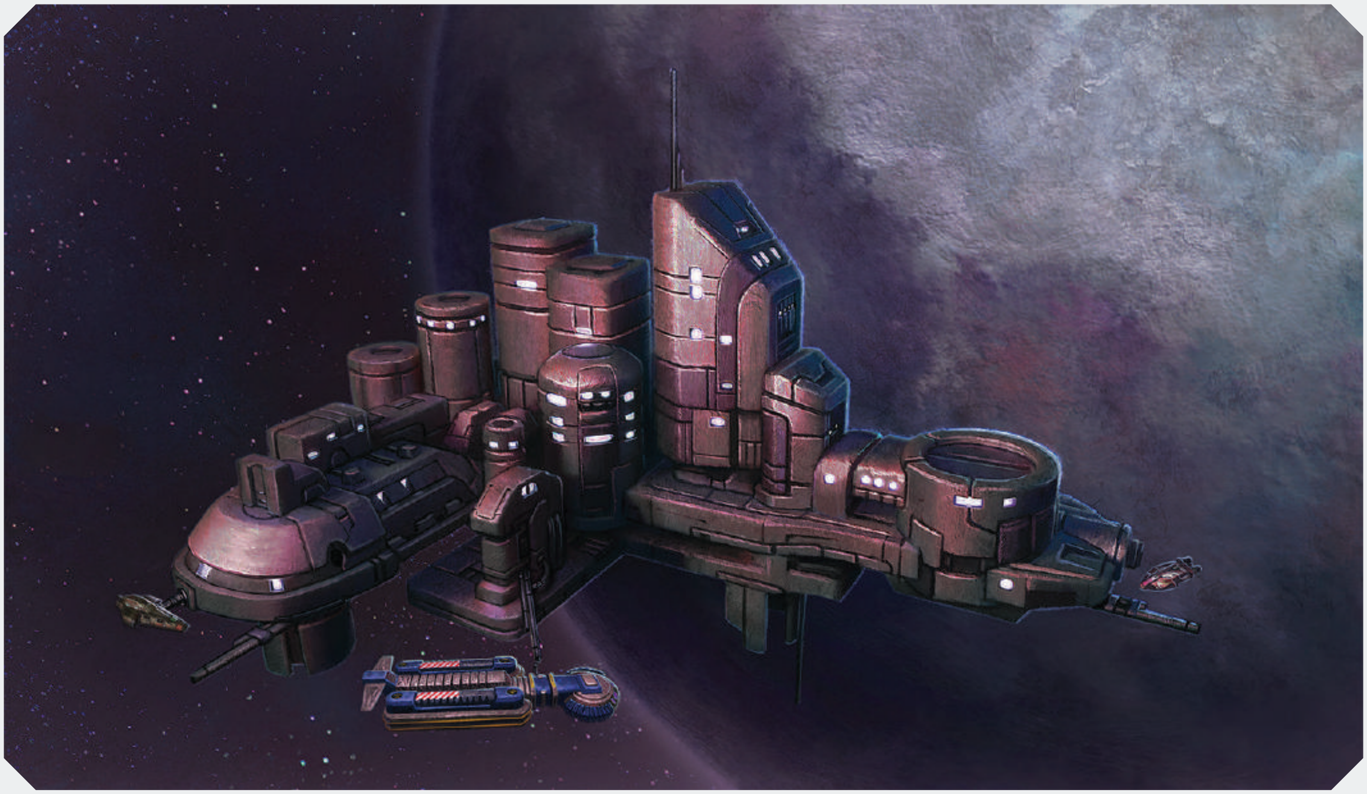
Siren has become more of a destination than a wayport since the destruction of the freeport at Sniel in 1088 made traffic between Nakris and the Hierate more difficult. The shops off the main concourse of Siren Hall do a brisk business in specialty items imported from as far away as the Vargr Extents and the other side of the Great Rift but freighter traffic has dropped precipitously and the cargo terminal sits half empty. Rumours of a buyout by the Gateway Consortium have circulated for years but the majority owners of the Siren Corporation reside on the station and are reluctant to surrender their legacy.

SIREN HIGH STARPORT

Siren High Starport is the major asset of the Siren Corporation and parts of the station have orbited the desolate frozen world of Siren since -266. The current station complex is rated as a Class C starport facility but only because its shipyard is a tiny facility that does not meet the Imperium's rating classification. The 60,000-ton orbital station can provide refined fuel (although at Cr750 per ton) and repair services (for ships of no more than 600 tons if a pressurised bay is required), including annual maintenance work. With a complement of nearly 800 staff, the station can handle up to 2,000 visitors and permanent residents, although it usually houses barely half as many. It is a tight-knit community, happy to take Credits from all comers but less friendly to those who outstay their welcome. Alhough no formal immigration documents are required to take up residence, strangers are generally socially isolated until they gain the trust of the community. The small Travellers' Aid Hostel encourages even its members to limit their stays to 30 days.

Siren High is an amalgam of centuries of growth and renovations. The electronics, including its updated computer, sensors and security systems, are well-maintained but some sections suffer from age-related issues that a fresh set of holowall panels cannot fix. Station security is contracted to Blackcloud Associates of Nakris, who supply a company-sized protection force and a squadron of fighters, but sometimes the dangers come from the station itself. The maintenance staff is kept busy supporting equipment that has not had spares in 1,000 years and some sections are held together with… creativity… from technicians long dead. The boast that one of the reactor cores is older than the Third Imperium is more frightening than impressive.

While Siren High has the reputation of a place where anything can be bought, its remote location limits the availability of exotic and high-tech goods. Since the station's owners – families who can trace their roots on Siren back over a millennium – reside on Siren High, importation of any goods that threaten the health of the station, including all weapons of mass destruction and any heavy weaponry that can pierce the hull, are prohibited, a restriction enforced by imported high-tech scanners and a polite but forceful security team.



SIREN HIGH STARPORT

TL10		TONS	COST (MCr)
Hull	60,000 tons, Dispersed	—	1500
	Radiation Shielding	—	1500
M-Drive	Thrust 0	150	150
Power Plant	Fusion (TL8) (reduced size x2), Power 25,500	1,360	850
Fuel Tanks	26 weeks of operation	884	—
Bridge	Holographic Controls	60	187.5
Computer	Core/60 (TL11) (primary)	—	75
	Core/50 (backup)	—	60
Sensors	Improved x2 (TL12)	6	8.6
	Distributed Arrays x2 (TL12)	12	17.2
	Mineral Detection Suite	—	5
	Shallow Penetration Suite x2	20	10
Weapons	Small Missile Bays (reduced size x3) x8	280	144
	Small Torpedo Bays (reduced size) x4	180	13.2
	Medium Particle Beam Bays x 6 (TL11)	600	240
	Triple Turrets (pulse lasers) x20	20	80
	Triple Turrets (beam lasers) x20	20	50
	Triple Turrets (sandcasters) x20	20	35
	Point Defence Batteries (type I) x12	240	60
Screens	Nuclear Dampers (TL12) x2	20	20
Ammunition	Missile Storage (4,608 missiles)	384	—
	Torpedo Storage (576 torpedoes)	192	—
	Sandcaster Storage (1,600 canisters)	80	—
Systems	Sensor Stations x4	4	2
	Solar Panels	136	13.6
	Repair Drones	600	120
	Biosphere (3,000 personnel)	1,500	300
	Multi-Environment Space (200 tons)	210	5
	Barracks (120 troops)	240	12
	Armoury	52	13
	Briefing Rooms x10	40	5
	Brigs x10	40	2.5
	Libraries x5	20	20
	Medical Bays x7	28	14
	Training Facilities (50 personnel)	100	20
	Workshops x15	90	13.5
	Cargo Crane	44	44
	UNREP System (2,000 tons/hour)	100	50
	Large Cargo Airlock (100 ton)	100	10

Crew

Captain, Officers x71, Flight Crew x50, Station Crew x339, Medics x7, Maintenance x30, Engineers x44, Security x120, Administrators x 60, Gunners x74

Hull: 27000

Running Costs

MAINTENANCE COST

Cr11.087337/month

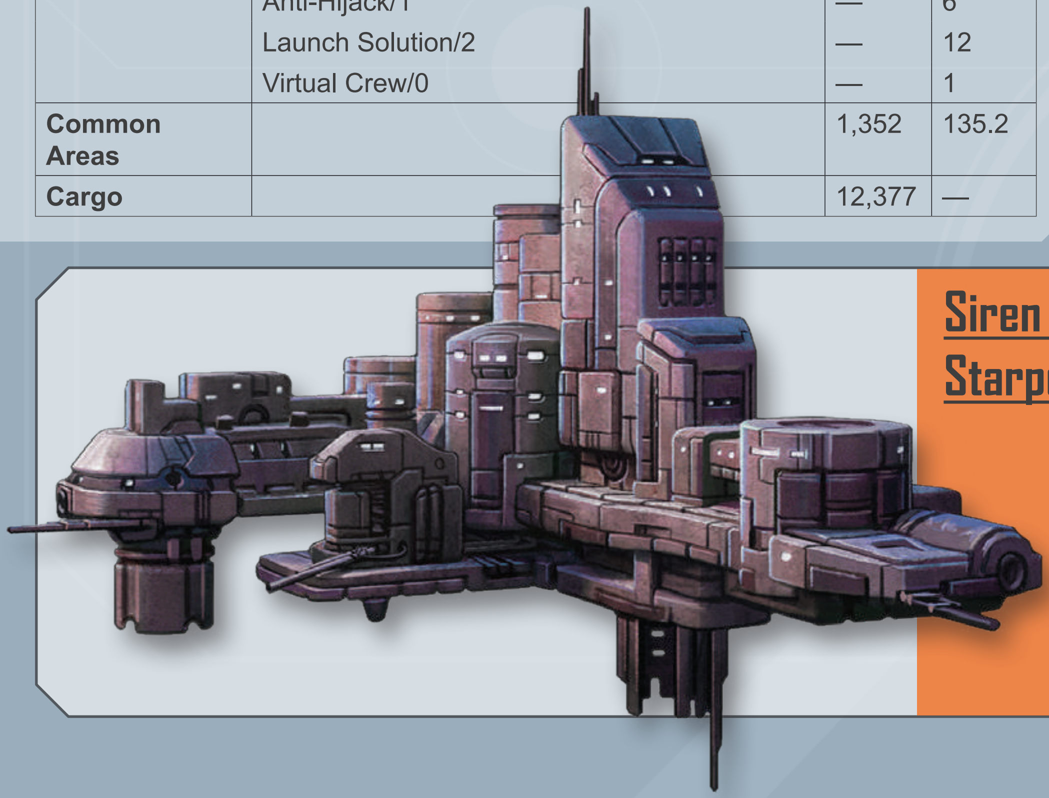
PURCHASE COST

MCr13304.8

Power Requirements

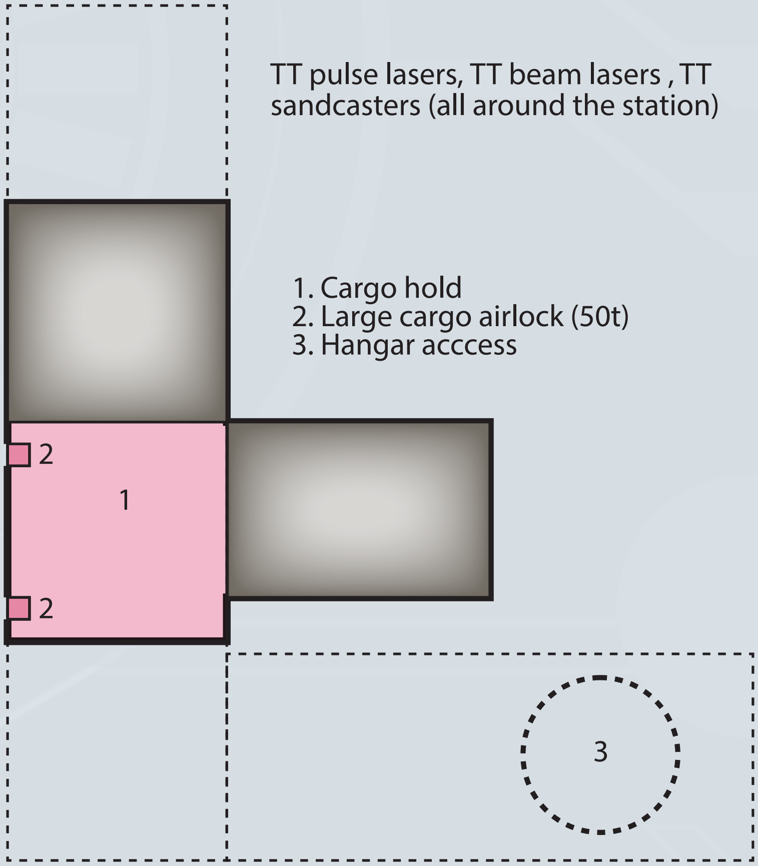
Basic Ship Systems	12000
Manoeuvre Drive	6000
Sensors	18
Weapons	748
Low Berths	10
Fuel Refinery	100
Industrial	2640
Commercial	25
Residential	230
Shipyard	1200
Other Systems	1717

Systems	Large Cargo Airlocks (50 ton) x4	200	20
	Probe Drones x100	20	10
	Mining Drones x35	70	7
Port	External Docking Capacity (120,000 tons)	—	—
	Deep Space Communications Relay	500	100
	Internal Docking Bays (2,000 tons)	6,000	1500
	Port Auxiliary Craft Hangar (1,200 tons)	2,400	480
	Fuel Refinery (1,200 tons/day)	100	100
	Fuel Tanks	10,000	500
Industrial	Basic Manufacturing Plant (30 tons/day)	150	30
	Advanced Manufacturing Plant (18 tons/day)	225	90
	Specialist Manufacturing Plant (12 tons/day)	300	300
	Agricultural Manufacturing Plant (60 tons/day)	600	300
	Mineral Refinery (120 tons/day)	120	120
	Smelter (60 tons/day output)	600	300
Commercial Zone		5,000	1000
Residential Zone	Low x300	600	30
	Medium x1,300	5,200	520
	High x250	1,500	375
	Luxury x150	1,500	1125
Shipyard	600 tons build capacity	1,200	600
Staterooms	Standard x676	2,704	338
	Low Berths x100	50	5
Software	Manoeuvre/0	—	—
	Library	—	—
	Intellect	—	1
	Auto-Repair/1	—	5
	Advanced Fire Control/1	—	12
	Anti-Hijack/1	—	6
	Launch Solution/2	—	12
	Virtual Crew/0	—	1
Common Areas		1,352	135.2
Cargo		12,377	—



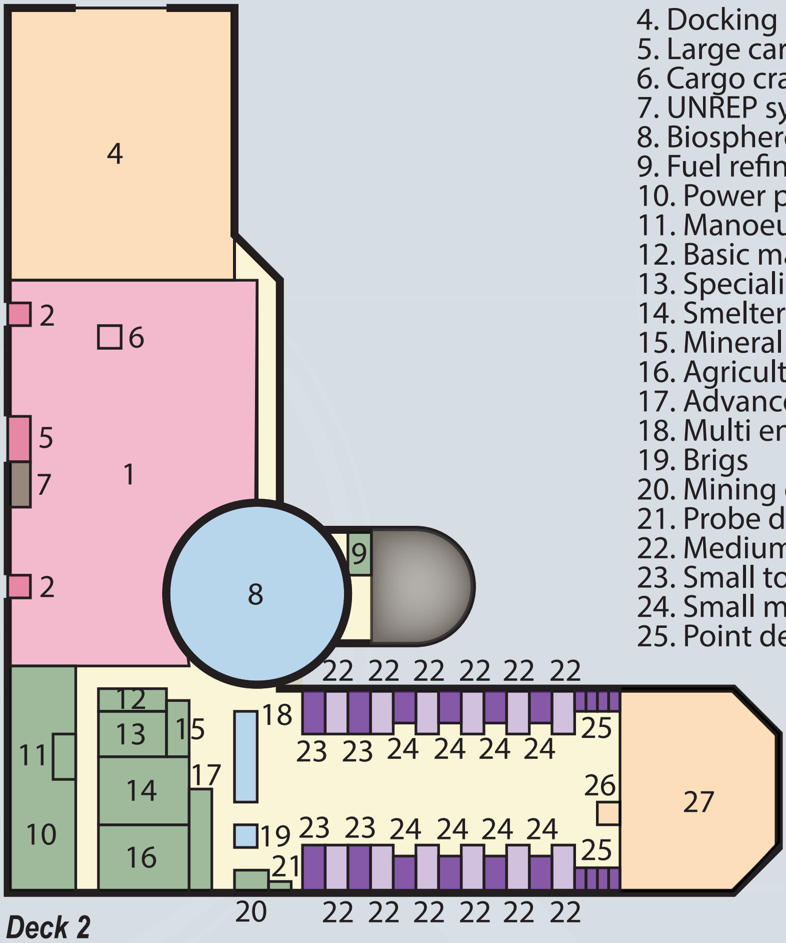
Siren High Starport

TT pulse lasers, TT beam lasers , TT sandcasters (all around the station)



1. Cargo hold
2. Large cargo airlock (50t)
3. Hangar acccess

Deck 1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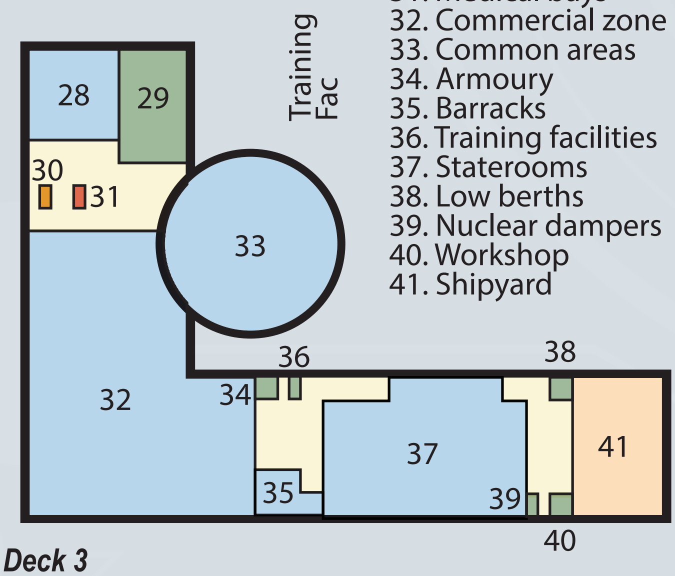
4. Docking bays
5. Large cargo airlock (100t)
6. Cargo crane
7. UNREP system
8. Biosphere
9. Fuel refinery
10. Power plant
11. Manoeuvre drive
12. Basic manufacturing plant
13. Specialist manufacturing plant
14. Smelter
15. Mineral refinery
16. Agricultural manufacturing plant
17. Advanced manufacturing plant
18. Multi environment space
19. Brigs
20. Mining drones
21. Probe drones
22. Medium particle bay
23. Small torpedo bay + storage
24. Small missile bay + storage
25. Point defense battery
26. Workshop
27. Craft hangar

Deck 2

28. Low residential zone
29. Repair drones
30. Libraries
31. Medical bays
32. Commercial zone
33. Common areas
34. Armoury
35. Barracks
36. Training facilities
37. Staterooms
38. Low berths
39. Nuclear dampers
40. Workshop
41. Shipyard



Training Fac
28
29
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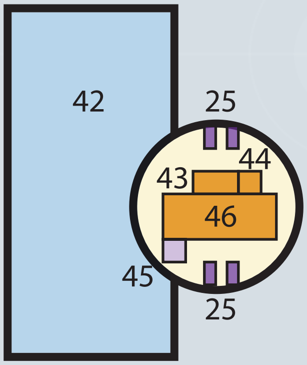
Deck 3

42. Medium residential zone
43. Bridge
44. Sensors and sensors station
45. Briefing room
46. Communications relay
47. High residential zone
48. Luxury residential zone



42
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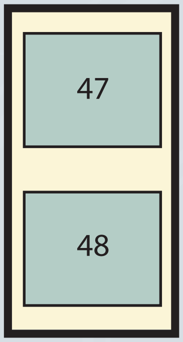
45
25

Deck 4



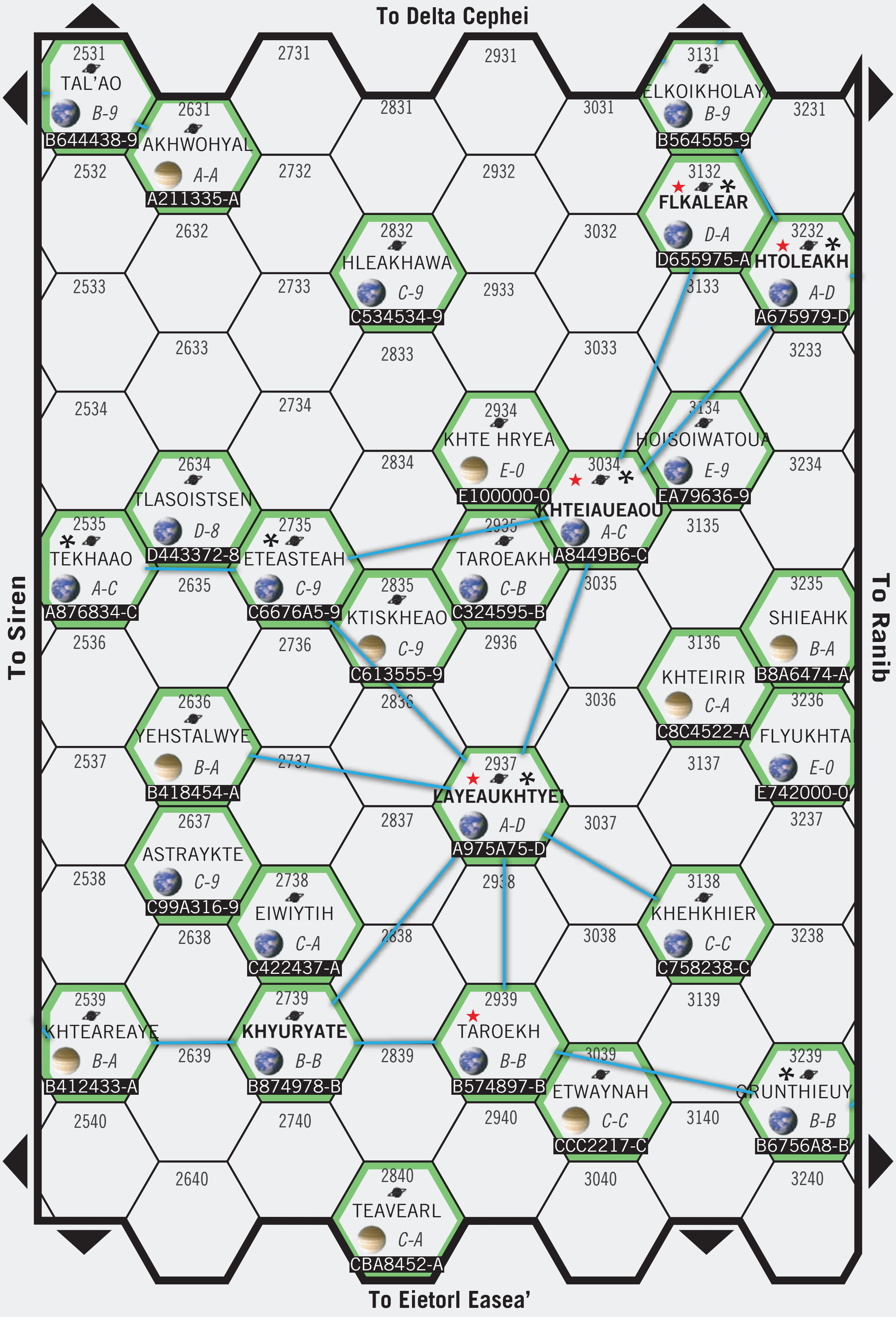
Deck 5

ASLANI

The Aslani subsector consists of 28 systems, 26 inhabited by a population of 96.5 billion Aslan. Seventy billion of these reside on Layeaukhtyei and are members the Tlaukhu clan alliance of the Ikhtealyo, Tlerfearlyo and Yehtahikh, or members of their many vassals. Two systems, Flyukhtai (home to a hot world with a foul-smelling atmosphere) and Khte Hryea (home to an abandoned mining camp), are currently uninhabited but considered Hierate territory.

Aslani is the Imperium's name for the territory the Aslan refer to as Eiaokheaftya. This long-settled space is the industrial heartland of the region, with the high-tech worlds of Layeaukhtyei and Htoleakh producing high quality goods for export across Aslan colonies behind the Claw. First reached by Aslan 1,900 years ago, the subsector is known for sprawling cities, some long decayed, and for intrigue and infighting – not for the wide-open vistas appealing to new generations of

Name	Location	Bases	Statistics	Trade Codes	Travel Zone	Allegiance	Gas Giants
Akhwohyal	2631		A211335-A	Ic Lo		Hierate	G
Astraykte	2637		C99A316-9	Lo Wa		Hierate	
Eiwiytih	2738		C422437-A	Ni Po		Hierate	G
Elkoikholaya	3131		B564555-9	Ag Ni		Hierate	G
Eteasteah	2735	ACS	C6676A5-9	Ag Ga Ni Ri		Hierate	G
Etwaynah	3039		CCC2217-C	Fl Ht Lo		Hierate	G
Flykalear	3132	ACS N	D655975-A	Ga Hi		Hierate	G
Flyukhtai	3236		E742000-0	Ba Po		Hierate	
Grunthieuy	3239	ACS	B6756A8-B	Ag Ni		Hierate	G
Hleakhawa	2832		C534534-9	Ni		Hierate	G
Hoisoiwatoua	3134		EA79636-9	Ni		Hierate	G
Htoleakh	3232	ACS N	A675979-D	Hi Ht In		Hierate	G
Khehkhier	3138		C758238-C	Ht Lo		Hierate	G
Khte Hryea	2934		E100000-0	Ba Va		Hierate	G
Khteareaye	2539		B412433-A	Ic Ni		Hierate	G
Khteiaueaou	3034	ACS N	A8449B6-C	Hi Ht In		Hierate	G
Khteirir	3136		C8C4522-A	Fl Ni		Hierate	
Khyuryate	2739		B874978-B	Hi In		Hierate	G
Ktiskheao	2835		C613555-9	Ic Ni		Hierate	G
Layeaukhtyei	2937	ACS N	A975A75-D	Hi Ht In		Hierate	G
Shieahk	3235		B8A6474-A	Fl Ni		Hierate	
Tal'ao	2531		B644438-9	Ni		Hierate	G
Taroeakh	2935		C324595-B	Ni		Hierate	G
Taroekh	2939	N	B574897-B			Hierate	
Teavearl	2840		CBA8452-A	Fl Ni		Hierate	G
Tekhaao	2535	ACS	A876834-C	Ht		Hierate	G
Tlasoistsen	2634		D443372-8	Lo Po		Hierate	G
Yehstalwye	2636		B418454-A	Ic Ni		Hierate	G


To Delta Cephei
To Siren
To Ranib
To Eietorl Easea'
2531 TAL'AO B-9 B644438-9
2631 AKHWOHYAL A-A A211335-A
2832 HLEAKHAWA C-9 C534534-9
3131 ELKOIKHOLAY B-9 B564555-9
3132 FLKALEAR D-A D655975-A
3232 HTOLEAKH A-D A675979-D
2934 KHTE HRYEA E-0 E100000-0
3134 HOISOIWATOUA E-9 EA79636-9
3034 KHTEIAUEAOU A-C A8449B6-C
2634 TLASOISTSEN D-8 D443372-8
2535 TEKHAAO A-C A876834-C
2735 ETEASTEAH C-9 C6676A5-9
2935 TAROEAKH C-B C324595-B
2835 KTISKHEAO C-9 C613555-9
3235 SHIEAHK B-A B8A6474-A
3136 KHTEIRIR C-A C8C4522-A
3236 FLYUKHTA E-0 E742000-0
2636 YEHSTALWYE B-A B418454-A
2937 LAYEAUKHTYEI A-D A975A75-D
2637 ASTRAYKTE C-9 C99A316-9
2738 EIWIYTIH C-A C422437-A
3138 KHEHKHIER C-C C758238-C
2539 KHTEAREAYE B-A B412433-A
2739 KHYURYATE B-B B874978-B
2939 TAROEKH B-B B574897-B
3039 ETWAYNAH C-C CCC2217-C
3239 GRUNTHIEUY B-B B6756A8-B
2840 TEAVEARL C-A CBA8452-A

Gas Giant
B-6 Starport Class & Tech Level
★ OTHER Naval Base

Secure System
Trade Route
✱ Corsair/Clan/Embassy

Planet (dry)
Planet (water present)

ihatei. On worlds where wilderness still prevails, the hunting grounds are preserves of the powerful elite of Aslan society.

The Corellan League and other descendants of the Sindalian Diaspora remember the region as the Oberon subsector, home to Oberon and Halifax, worlds overrun by the Aslan long before the Third Imperium's scouts arrived to enumerate the Aslan worlds that now account for the bulk of the population.

ETEASTEAH

The garden world of Eteasteah bears the scars of wars long settled – at least in the minds of the Aslan. The world once known as Halifax is a clement world in orbit around an aging K2-type main sequence star. Nearly eight billion years old, the world's tectonic activity has mostly stopped and mountains have eroded into hills and badlands. Rough terrain, jungles and savannah dominate the landscape, although one whole continent is nothing but arid rock and sand. Every biome of Eteasteah teems with complex life, as billions of years of evolution has filled the world with an enormous range of complex fauna and flora – and some orders of life which are a little of both.

The jungles also hide ruins of towns and overgrown farmland, testaments to human occupation from -1450 to -604. The Hkeakheayoeiue clan has ruled the world ever since and let most of it fall fallow, returning to a natural state as scars of a millennia of conflict fade away. The clan won the world by holding it against the Storm Knights over the course of many battles. Monuments to those ancient victories still stand and the Hkeakheayoeiue will remind everyone of the honour of their ancestors.

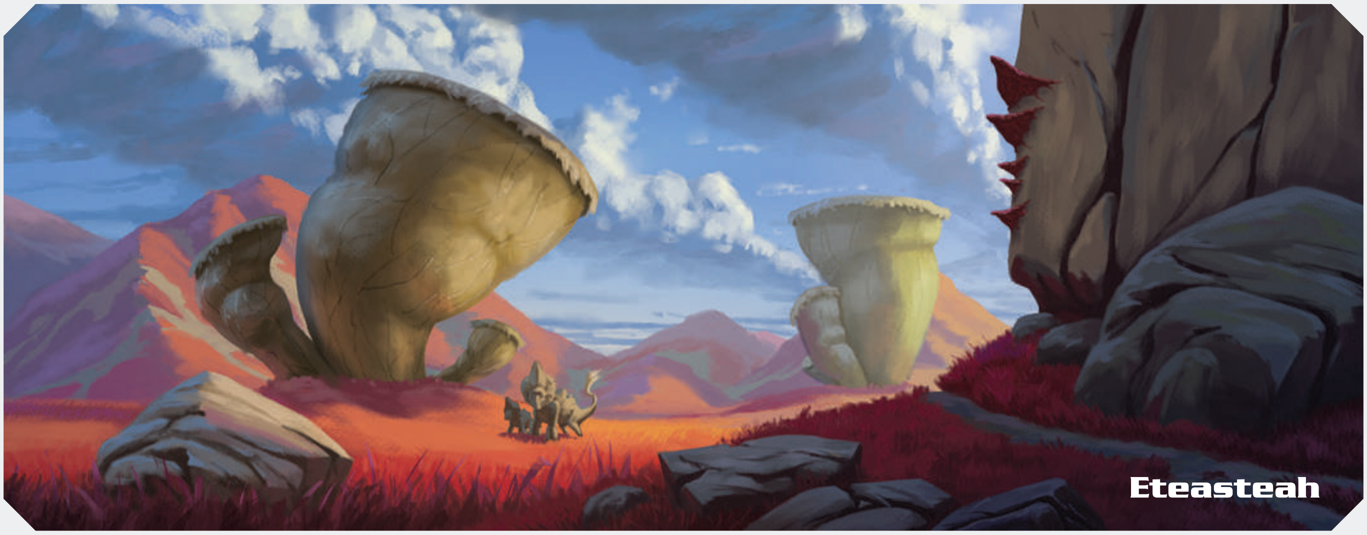
The Hkeakheayoeiue have not overly developed their world. It has a population barely a quarter of what it had as Halifax but it is a wild land of open vistas that Aslan from all over colonies behind the Claw will visit – with the permission of the clan – to hunt the fantastical wild creatures native to the world. It is not a world of great wealth or great cities but is the closest thing to an Aslan theme park. As such, it is as much a rallying banner to the Aslan of the region as it is to Humaniti.

HTOLEAKH

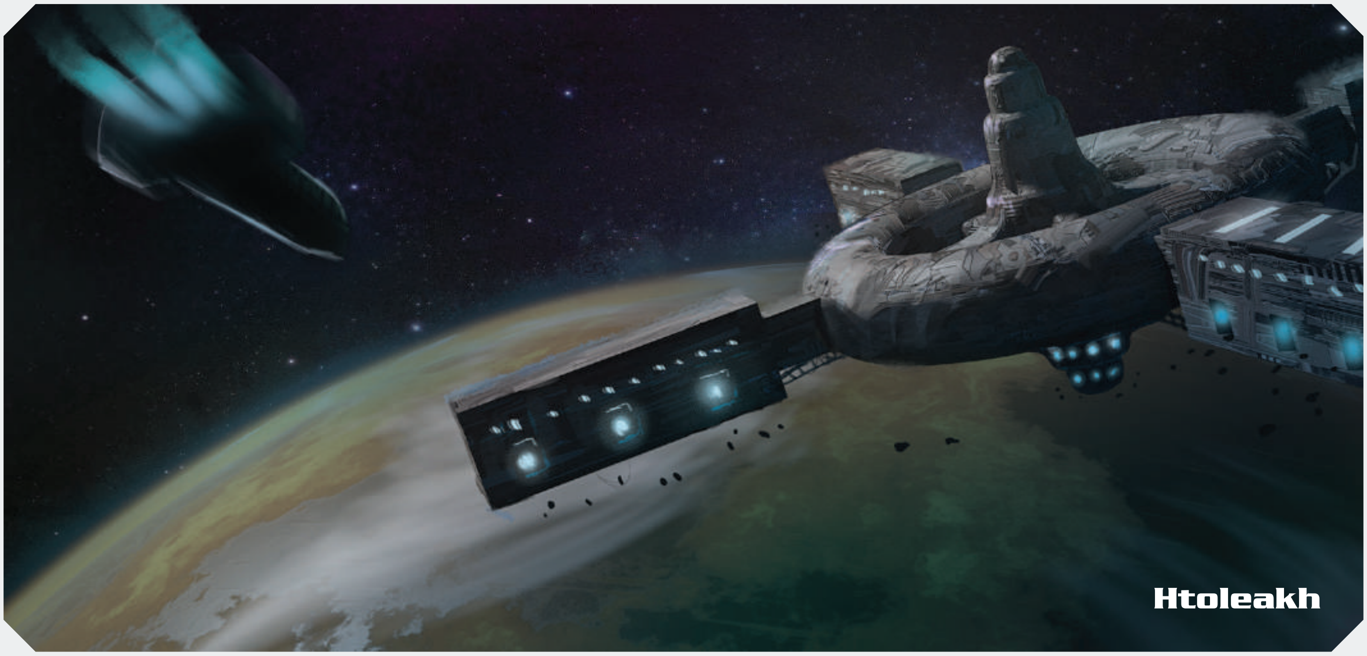
Once known to Humaniti as Oberon, to the Aslan Htoleakh is the second most important world in the subsector, home to the best shipyards and wealthiest clans in The Beyond. Humaniti considers the world to be the tragic beginning to the 1,000 struggle against Aslan expansion.

The second planet orbiting a G4-type star, Htoleakh is a rugged world once blessed with considerable mineral wealth and a rich ecosystem. The world is divided into two continents Humaniti once called Oceania and Firma. Firma covers half the world from pole-to-pole, growing more arid and inhospitable furthest from Oceania, except in the region of the Great Inland Sea. The Aslan have other terms for these regions but Corellan and Storm Knight cartographers refuse to use them. Mining and industrial development have degraded the environment, leading to unhealthy levels of smog and dust over much of the inhabited region. The decentralised nature of a world ruled by 22 Aslan clans has precluded a concerted effort to clean up the environment.

As Oberon was first colonised -1733 by Sindalian dissidents in what is the earliest known settlement in The Beyond. The Sindalian emperors thrice struck back at this colony, conquering it in -1597 in a campaign



Eteasteah


Htoleakh

that pushed the fleeing dissidents to settle on Corella. Oberon lay fallow until a second group of dissidents, fleeing wars of the dying empire, resettled the world in -1450. The new colony of Oberon flourished for eight centuries, occasionally flirting with membership in the Corellan League but, in the end, Oberon was too distant and too proud to become a full member of the League.

In -704 the first *ihatei* attempted to claim territory on Oberon. The Oberon Defence Force easily defeated the small incursion, as they defeated the next four attempts by Aslan to encroach on their world. In -628, Oberon's sky filled with hundreds of ships from dozens of clans and the 10 million inhabitants of Oberon were given three choices: flee, submit or die.

Oberon refused to submit. Three million died in the Battle of Oberon. For a time, they held off the Aslan, until three capital ships armed with mass drivers arrived. Oberon's cities burned and another two million died. When the flames turned to smoke, the Ikhtealyo repeated the ultimatum and this time many fled. Even with help from the Corellan League, there was no way to transport every human from the world and others refused to leave and escaped into the wilderness to begin a long hopeless struggle. Most waited to be evacuated. None submitted – at least according to the stories both human and Aslan tell. In the course of a decade, nearly two million people were evacuated from Oberon; the fate of the remaining three million is unclear.

The Aslan named the world Htoleakh after a predator, which strikes from the sky, and set about fortifying the world for the counterattack they expected to come – but it never came and so the Aslan continued their advance. They took Halifax in -604 and started 1,000 years of war.

Htoleakh became a logistics centre during the Expedition Era, with mining and agriculture supporting shipyards that launched ships to fight the Storm Knights. Humaniti never made a serious effort to take back the world and more and more Aslan followed to claim territory.

The world is rich in symbology for the Aslan. It represents their first major conquest in the region and is an industrial triumph. Pacts made in the years immediately following conquest have kept the planet heavily balkanised, with 22 of the original 27 clans who helped conquer the world still claiming territory on the surface. The Pacts of Htoleakh prevent large-scale conflict from erupting. Even limited war is prohibited, restricting conflict to duels and assassinations.

Mineral wealth and industry have made the world rich and the best shipyards in the subsector orbit Htoleakh. Shipwrights from dozens of clans and corporations produce everything from *Hraye* and *Ihateisho* scout ships to heavy cruisers. Orbital space around the planet is heavily patrolled and traffic is well regulated, ensuring no conflict puts the shipyards at risk. The only combat permitted in any shipyard is a duel with dewclaws and any attempt by a clan to sabotage the docked or unfinished ships of another clan are met with a total ban of access to all the shipyards.

LAYEAUKHTYEI

More than 70 billion Aslan occupy Layeaukhtyei, a name best translated as 'Labyrinth Without End'. The exact population is difficult to determine as hundreds of clans occupy the cavern-riddled planet.

Layeaukhtyei is an unlikely world to be among the most populous Aslan worlds behind the Claw. The young world orbits just beyond the habitable zone of its F3-type star. Millions of years ago, microorganisms pulled all the carbon-dioxide from the atmosphere, causing global glaciation and a build-up of vast sheets of limestone across the massive supercontinent. The first settlers occupied water-carved limestone caverns and grottos and ice tunnels carved by volcanic activity. Their descendants, rather than strike out for new land among the stars, literally carved out new territories beneath the frozen surface.

First settled in -743, Layeaukhtyei was an early outpost of the Ikhtealyo, Tlerfearlyo and Yehtahikh clans, who built an orbital starport to equip their *ihatei* and the more aggressive clans who struck out further into the sector. Over centuries the population exploded, driven by natural increase and a flux of *ihatei* who discovered the only weapon needed to gain territory was a pickaxe. The Triumvirate of the Ikhtealyo, Tlerfearlyo and Yehtahikh govern Layeaukhtyei but the world's population includes vassals and vassals of their vassals, more than 300 clans in all.

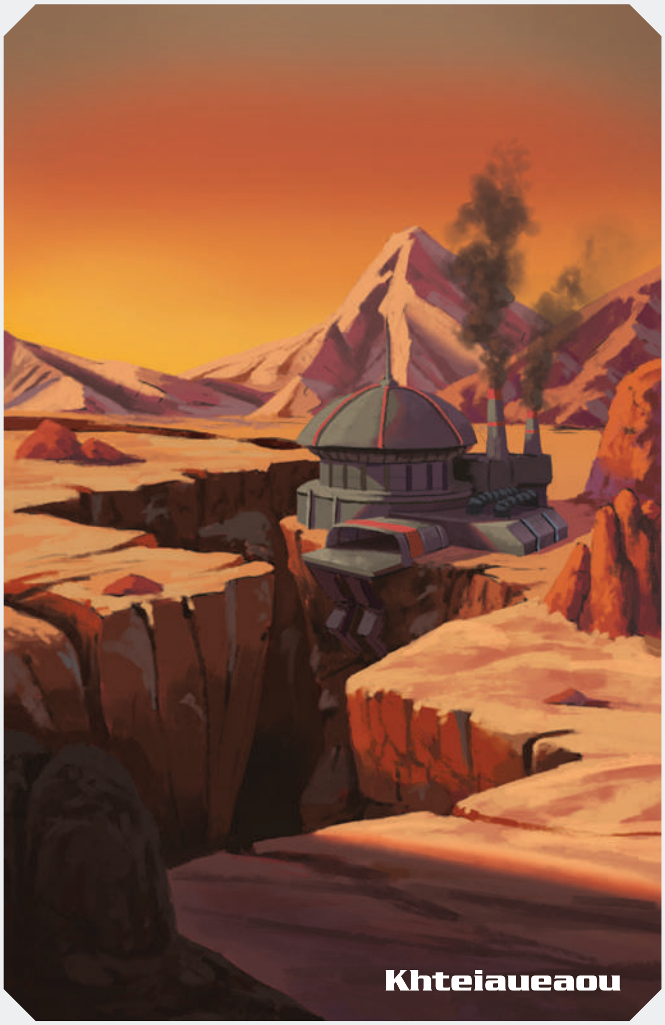
Efforts to warm the planet are complicated by thousands of cubic kilometres of ice caverns claimed as territories and the adjacent limestone grottos that would flood if the ice melted. Instead, clans spend significant resources to keep the surface temperature of the now heavily industrialised world far below freezing. The building of vast undergrown territories continues; many off-world Aslan consider digging for territory to be shameful but how many among them can claim lands as vast as those that can be carved from half a billion cubic kilometres of ice and rock?

KHTEIAUEAOU

Khteiaueaou was once a cool desert world orbiting a pair of orange and red dwarf stars. Vast vistas of eroded mesas and dry shrub supported sturdy native life, which migrated across the rugged landscape. The first Aslan to reach the world set up hunting reservations atop those mesas and spread across the broad land. Then the mineral surveys began to show how much metal lay beneath those sands and the world changed forever.

Khteiaueaou is a rugged desert world whose landscape has been torn apart by open pit mines for the past 1,500 years. Aging factories belch smoke into the air and the sky is filled with orange haze. The Waisyauiai clan, a vassal of the Ikhtealyo, controls Khteiaueaou. It has ruled the world for centuries and once grew rich off its metals and factories but much of its wealth is long gone, spent on vainglorious projects and expeditions ending in despair or sacrificial last stands. Those failures make for epic poetry but do not fill the coffers of a depleted world while the clan fights within itself for the remaining scraps.

The current Waisyauiaiko is old – nearly 70 – and his sons are all dead. Although known for cunning in his youth, the clan leader's mind and stamina have left him. He holds on to power by reputation alone, unable to influence the sons of his brothers who compete in ever more violent ways to gain control of the clan. When the old Aslan dies, Khteiaueaou will likely erupt into a full-scale war for succession. Likely the winner will inherit further decline and stories of bankruptcies and differed maintenance that do not make for epic tales.


Khteiaueaou

TALERYUSHI-CLASS FIGHTER

The *Taleryushi* or 'swift cleaver' fighter is a 10-ton manta-shaped fighter capable of 9G acceleration. Although technically a light fighter, thick armour and bulkheads greatly increase its survivability. It is available in two configurations: a two-seater with a dedicated gunner or sensor operator, or a single seater with an assault capsule ejection system. The two-seater outsells the single seat version by four to one, as fighter pilots are not inclined to admit they might suffer defeat.

FYALRAIEA-CLASS PINNACE

Named after a carnivorous sea bird that swoops and spears its prey, the *Fyalraiea* is a common pinnace produced by shipyards at Htoleakh and Layeaukhtyei. Designed for both boarding actions and troop deployments, the *Fyalraiea* is an auxiliary vessel for many Aslan warships and a common sight as a customs or police pinnace in many systems. Capable of 7G acceleration and armed with a pulse laser turret and side-mounted missile tubes, the heavily armoured *Fyalraiea* is capable of standing up to any heavy fighter it would likely encounter in The Beyond while still able to deliver eight troops in boarding actions or as orbital jump troops. In a modified straight troop transport configuration, it can place 28 troops into a combat zone or deliver an armoured personnel carrier to the fight.

The rounded hull surrounds an open plan interior accessible from the dorsal airlock. The ventral breaching tube and forced linkage apparatus allows for boarding actively hostile vessels. Access to the dorsal pulse laser turret is possible through the small 'attic' but the weapon is normally fired from the bridge or from an auxiliary control tablet operated by one of the eight troopers. The open interior, broken only by the airlock and armoury allows coordinated quick response among crew and troops, increasing boarding efficiency. The *Fyalraiea* is considered a 'fun ride' by its troops but has no capacity to support more than day-long sorties with any degree of comfort.

KHTESIAI-CLASS SPY SHIP

The *Khtesiai* is not an impressive-looking ship, often compared to a dull black skipping stone in shape. It serves the Syoisuis as a spy ship charged with border system surveillance. Designed to observe and occasionally intervene to keep the terms of the Peace of Kaiear, its crews are dedicated but their task is thankless. Their orders pit them against other Aslan as often as against humans.

Designed for stealth, the *Khtesiai* can spend months on station, especially with its impressive 7G drives powered down. The dozen torpedoes stored on board are mostly launch platforms for surveillance probes but can include plasma torpedoes for strike missions and – allegedly – thermonuclear warheads capable of destroying cities or capital ships. The pulse lasers and fast drive are used to discourage pursuit and flee when discovered, not to fight.

At full crew, the *Khtesiai* is a crowded ship, with females outnumbering males who are often ill-suited to this quiet, patient work. Instead, many *Khtesiai* crews utilise software suites to replace pilots and gunners, operating the ship with just six or eight females, with perhaps a patient male as titular commander.

YURLETYASHI-CLASS FRIGATE

The *Yurletyashi* is a 2,400-ton frigate-class warship specifically designed to counter the Storm Knight's Scimitar frigate. Built to a higher level of technology than the Scimitar by the shipyards at Htoleakh, the *Yurletyashi* is slightly cheaper, faster and equipped with weapons with a longer reach. With a small particle beam bay as its main weapon and seven particle beam barbettes optimised for accuracy, the ship – whose name means 'swift spear hook' – can strike hard at the Storm Knight's primary offensive unit from long range, ignoring its shiny reflec coating, and can maintain distance for the length of an engagement, launching salvos of missiles the entire time. However, long range sniping is not a common Aslan tactic and actual combat between the *Yurletyashi* and the Scimitar has been little more than simulation and sales pitch.

The *Yurletyashi* is an impressive-looking ship, with a rounded conical body and impressive barbette-tipped swept-back wings holding missile bays in addition to fuel scoops and refining equipment.

The ship has not been produced in large numbers and the main buyers have been the four Tlaukhu clans who are signatories of the Peace of Kaiear, so an actual fight between a *Yurletyashi* and Scimitar would be a serious breach of the treaty. However, some smaller *ihatei* bands have expressed interest in purchasing a *Yurletyashi* as a flagship instead of the more traditional choices of a *Halaheike* or *Sakhai*, although the price of the larger *Yurletyashi* and its unproven nature have prevented most from moving forward.

TALERYUSHI-CLASS LIGHT FIGHTER

TL13		TONS	COST (MCr)
Hull	10 tons, Streamlined	—	0.6
	Radiation Shielding	—	0.25
Armour	Crystaliron, Armour 12	1.5	0.36
M-Drive	Thrust 9	0.9	1.8
Power Plant	Fusion (TL12) (energy efficient), Power: 16.5	1	1.1
Fuel Tanks	40 weeks of operation	1	—
Bridge	Dual Cockpit	2.5	0.015
Computer	Computer/5	—	0.03
Sensors	Military Grade	2	4.1
Weapons	Fixed Mount (pulse laser)	—	1.1
Systems	Fuel Scoops	—	—
	Aerofins	0.5	0.05
Armoured Bulkheads	Cockpit	0.25	0.05
	Engines and Fuel	0.29	0.058
Software	Manoeuvre/0	—	—
	Library	—	—
	Fire Control/1	—	2

Crew

Pilot, Gunner

Hull: 4

Running Costs

MAINTENANCE COST

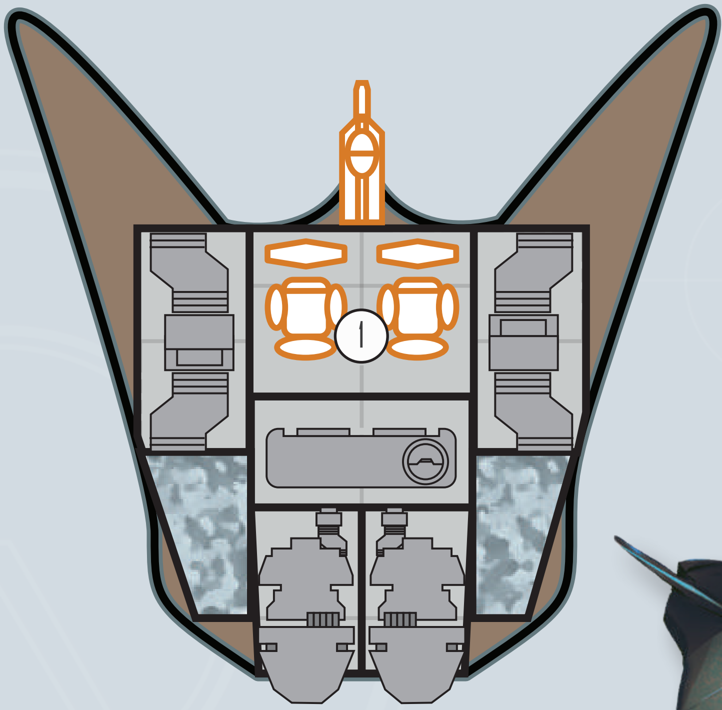
Cr959/month

PURCHASE COST

MCr11.513

Power Requirements

Basic Ship Systems	2
Manoeuvre Drive	9
Sensors	2
Weapons	3



1. Bridge

FYALRAIEA-CLASS PINNACE

TL13		TONS	COST (MCr)
Hull	36 tons, Streamlined, Reinforced	—	3.24
	Radiation Shielding	—	0.9
Armour	Crystaliron, Armour 13	5.85	2.106
M-Drive	Thrust 7 (energy efficient)	2.52	5.544
Power Plant	Fusion (TL12) (reduced size), Power: 33	1.98	2.178
Fuel Tanks	20 weeks of operation	1	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/5	—	0.03
Sensors	Military Grade	2	4.1
Weapons	Single Turret Pulse Laser	1	1.2
	Fixed Mount (missile rack)	—	0.85
Systems	Fuel Scoops	—	—
	Aerofins	1.8	0.18
	Breaching Tube	3	3
	Forced Linkage Apparatus (TL12)	2	0.1
	Acceleration Seats x8	4	0.24
	Armoury	1	0.25
	Assault Capsules x10	5	0.5
Software	Manoeuvre/0	—	—
	Library	—	—
	Fire Control/1	—	2

Crew

Pilot, Gunner

Hull: 16

Running Costs

MAINTENANCE COST

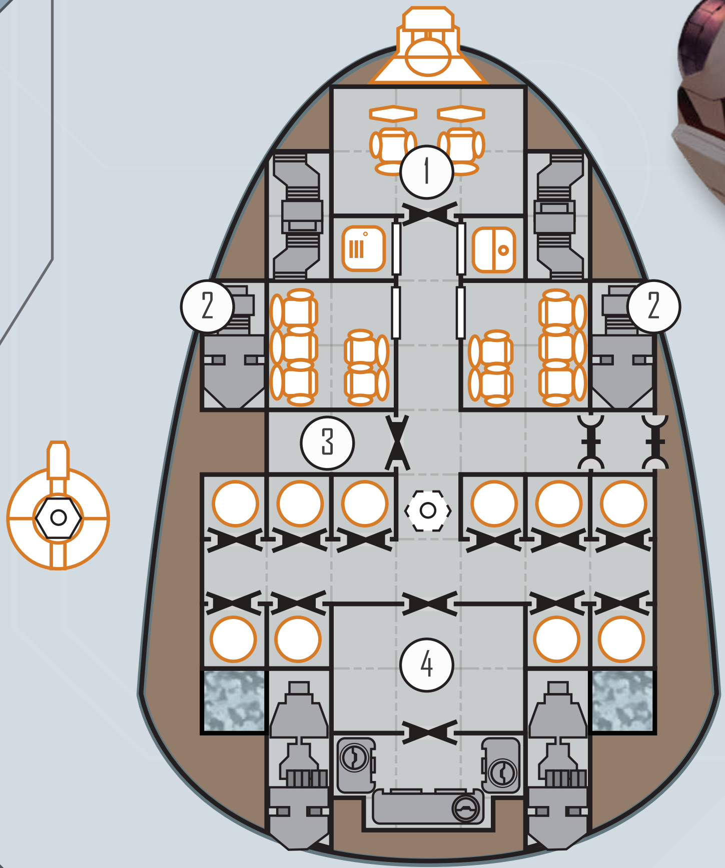
Cr2254/month

PURCHASE COST

MCr27.043

Power Requirements

Basic Ship Systems	7.2
Manoeuvre Drive	18.9
Sensors	2
Weapons	4



1. Bridge
2. Forced Linkage Apparatus
3. Armoury
4. Breaching Tube

KHTESIAI SPY SHIP

TL14		TONS	COST (MCr)
Hull	200 tons, Streamlined	—	12
	Superior Stealth	—	200
	Radiation Shielding	—	5
Armour	Bonded Superdense, Armour 4	6.4	3.84
M-Drive	Thrust 7 (energy efficient x2)	14	35
J-Drive	Jump 3 (stealth jump)	20	37.5
Power Plant	Fusion (TL12) (reduced size x2), Power: 138	7.36	9.2
Fuel Tanks	J-3 x2, 16 weeks of operation	63	—
Bridge	Holographic Controls	10	1.25
Computer	Computer/30 (primary)	—	20
	Computer/15fib (backup)	—	3
Sensors	Improved	3	4.3
	Countermeasures Suite	2	4
	Enhanced Signal Processing	2	8
	Life Scanner Analysis Suite	1	4
	Shallow Penetration Suite	10	5
Weapons	Torpedo Barbette (size reduction x3)	3.5	4.5
	Pop-up Triple Turret (long range, high yield pulse lasers)	2	6.5
Ammunition	Torpedo Storage (36 torpedoes)	3	—
Systems	Fuel Scoops	—	—
	Fuel Processor (60 tons/day)	3	0.15
	Sensor Stations x4	4	2
	High Efficiency Batteries (Power 60)	1	0.2
	Shrine	4	0.5
Staterooms	Standard x8	32	4
Software	Manoeuvre/0	—	—
	Jump Control/3	—	0.3
	Library	—	—
	Electronic Warfare/2	—	18
	Fire Control/3	—	6
Common Areas		8	0.8

Crew

Captain, Pilot, Astrogator, Medic, Engineers x2, Sensor Operators x4, Gunners x2

Hull: 80

Running Costs

MAINTENANCE COST

Cr32920/month

PURCHASE COST

MCr395.04

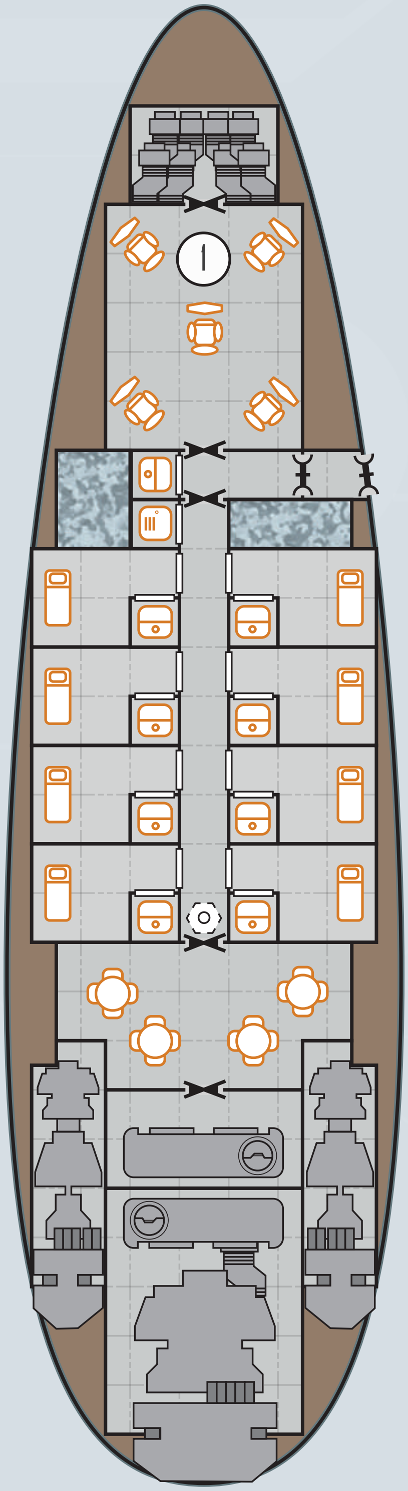
Power Requirements

Basic Ship Systems	40
Manoeuvre Drive	70
Jump Drive	60
Sensors	9
Weapons	15

Khtesiai-Class Spy Ship

DECK 1: FUEL DECK

1. Bridge
2. Shallow Penetration Suite
3. Countermeasures Suite
4. Enhanced Signal Processing
5. High Efficiency Batteries
6. Life Scanner Analysis Suite
7. Fuel Processor
8. Shrine
9. Torpedo Storage



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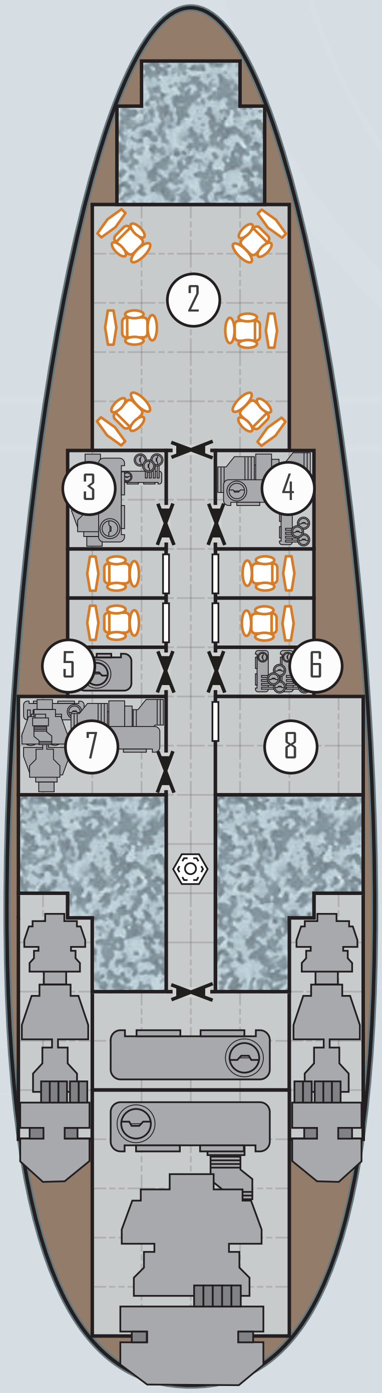

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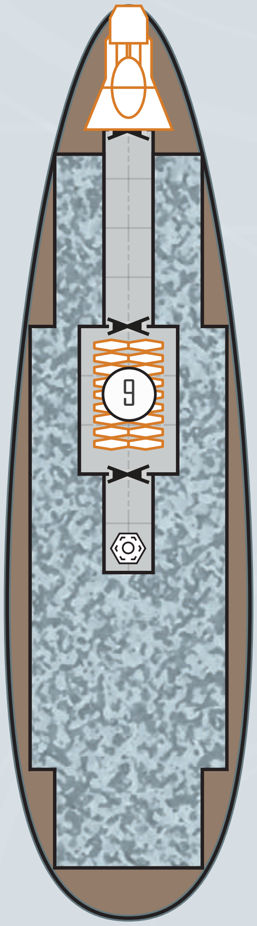


DECK 4

YURLETYASHI-CLASS FRIGATE

TL13		TONS	COST (MCr)
Hull	2,400 tons, Streamlined, Reinforced	—	216
	Radiation Shielding	—	60
Armour	Crystaliron, Armour 11	330	118.8
M-Drive	Thrust 7 (energy efficient)	168	369.6
J-Drive	Jump 3 (reduced fuel)	185	305.25
Power Plant	Fusion (TL12) (reduced size), Power: 2,800	168	184.8
Fuel Tanks	J-3, 8 weeks of operation	754	—
Bridge	Holographic Controls	60	15
Computer	Core/70	—	80
Sensors	Improved	3	4.3
Weapons	Small Particle Beam Bay (reduced size x2)	40	25
	Small Fusion Gun Bay (reduced size)	45	8.8
	Small Missile Bays (reduced size x3) x2	70	36
	Particle Barbettes (accurate) x7	35	70
	Triple Turrets (long range pulse lasers) x3	3	14.25
	Triple Turrets (sandcasters) x8	8	14
	Point Defence Batteries (type II) x2	40	20
Screens	Nuclear Dampers x2	20	20
Ammunition	Missile Storage (576 missiles)	48	—
	Sandcaster Storage (320 canisters)	16	—
Systems	Fuel Scoops	—	—
	Fuel Processor (200 tons/day)	10	0.5
	Shrine	4	0.5
	Armoury	10	2.5
Craft	Docking Space (80 tons)	88	22
	Fyalraiea-class Pinnace x2	—	54.086
Staterooms	Standard x50	200	25
	Low Berths x32	16	1.6
Software	Manoeuvre/0	—	—
	Library	—	—
	Advanced Fire Control/2	—	15
	Broad Spectrum EW	—	14
	Launch Solution/3	—	16
	Evade/2	—	2
Common Areas		50	5
Cargo		29	—

Crew

Captain, Officers x7, Pilots x5, Astrogator, Medic, Steward, Maintenance x4, Engineers x15, Administrators x2, Gunners x48

Hull: 1056

Running Costs

MAINTENANCE COST

Cr143332/month

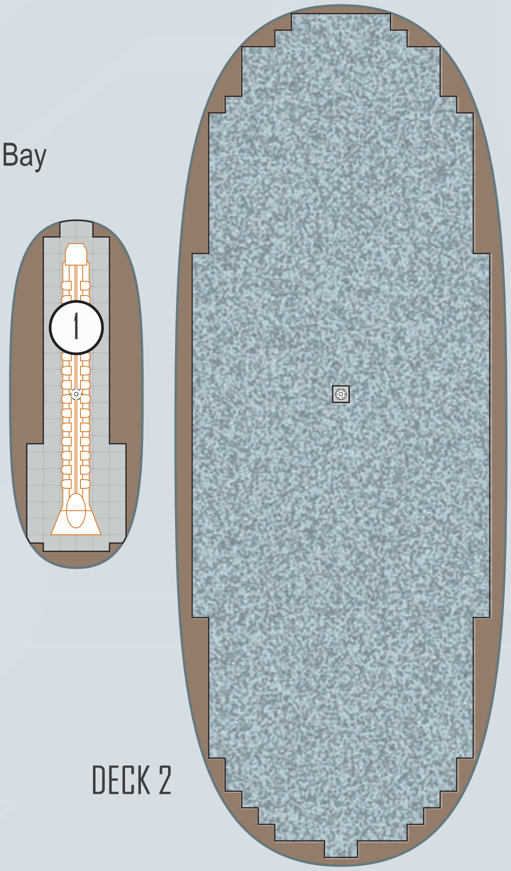
PURCHASE COST

MCr1719.986

Power Requirements

Basic Ship Systems	480
Manoeuvre Drive	1260
Jump Drive	720
Sensors	4
Weapons	322

1. Small Fusion Gun Bay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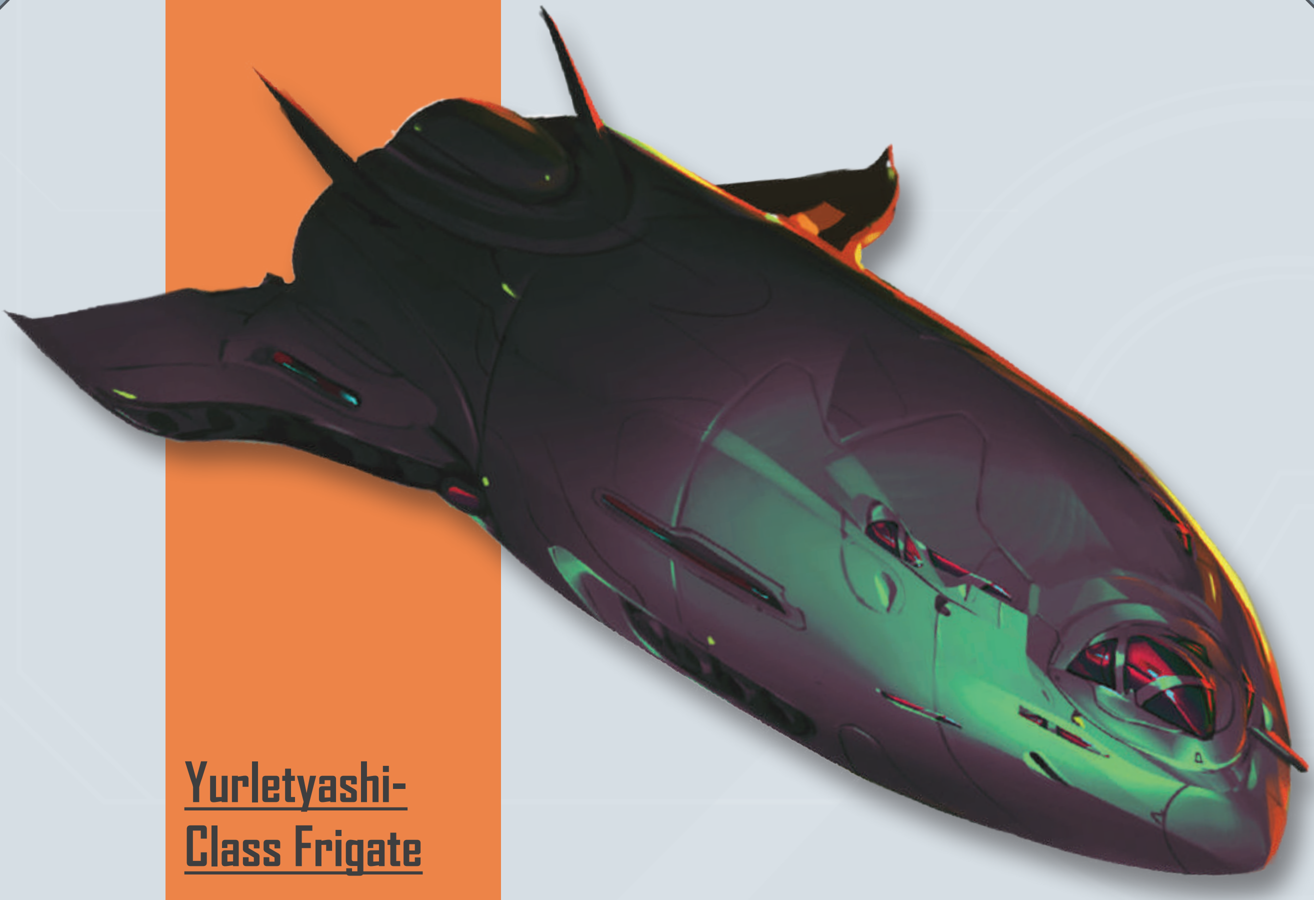
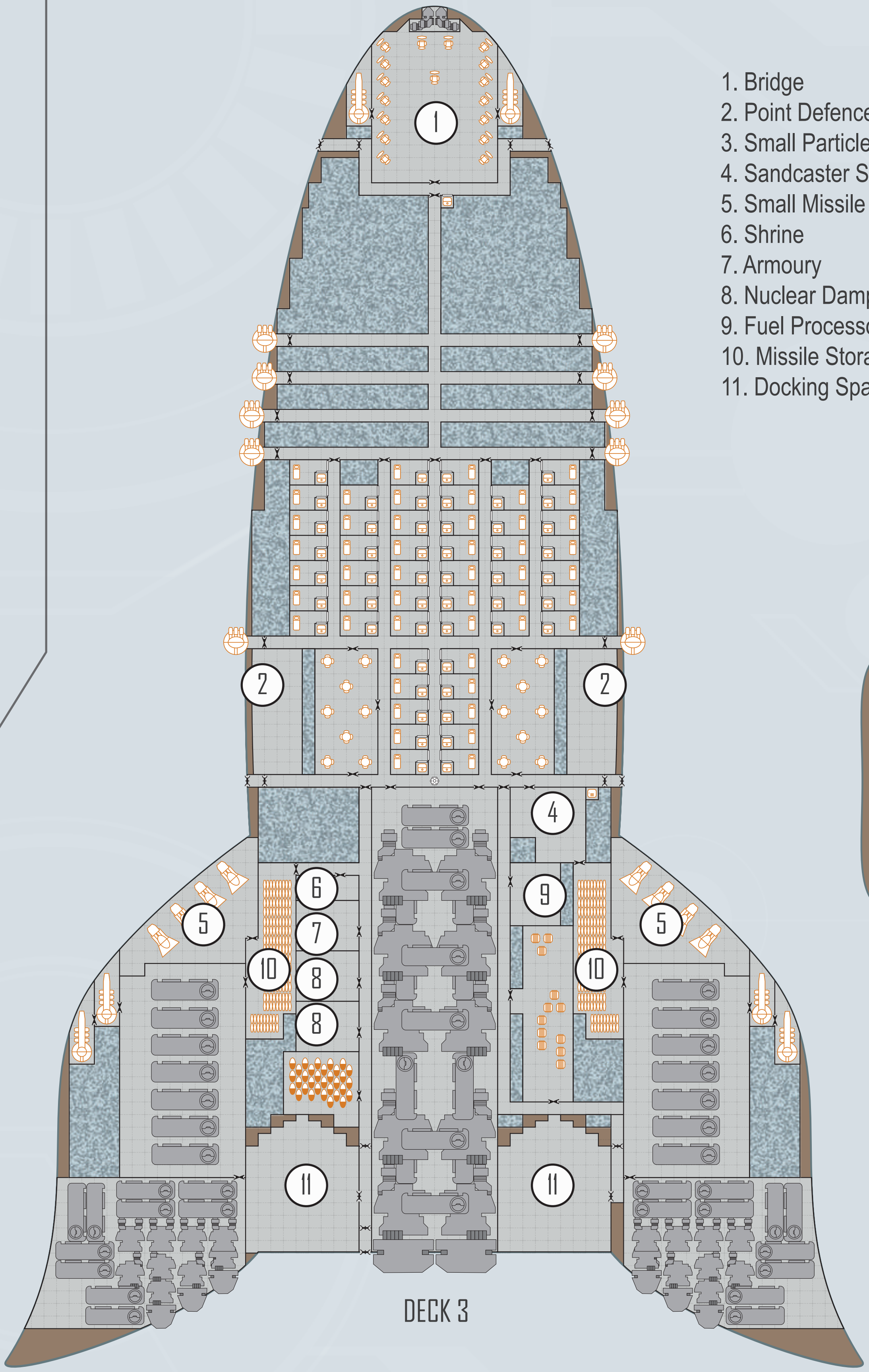


Yurletyashi-Class Frigate

1. Bridge
2. Point Defence Batteries
3. Small Particle Beam Bay
4. Sandcaster Storage
5. Small Missile Bays
6. Shrine
7. Armoury
8. Nuclear Dampners
9. Fuel Processor
10. Missile Storage
11. Docking Space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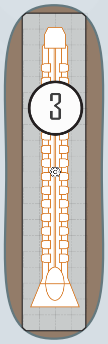

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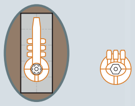


DECK 5

RUMOURS AND LEGENDS

These rumours may or may not be true. They exist as seeds to an adventure or colourful background to The Beyond.

D66	Rumour	D66	Rumour
11	Four centuries of pirate treasure are buried in an ice mine shaft underneath the Freeport of Liberty Hall.	41	The only thing holding back the Aslan is not some treaty. It is the giant Imperial Navy Fleet hidden inside Delta Base.
12	The Goblin is one of the Ancients.	42	There is a secret Storm Knight base at Aktohr.
13	Bruhkarr is secretly controlled by the Zhodani. All exports have secret psionically activated kill switches.	43	There are a group of visiting Darrian scientists at Delta Base. Their experiments could destabilise the star.
14	Sap from a tree on Utopia has anagathic properties.	44	A secret cell of the exiled Humboldt family operates out of Beriel.
15	A secret cell of the exiled Humboldt family operates out of Lod.	45	Primitive tribes of unassimilated humans still thrive in the deep jungles of Easakhou.
16	Bruhkarr is planning to invade Balleau with a fleet of jump shuttles and armoured monitors.	46	The Ancients site on Barba Amarilla is an omniscient artificial intelligence.
21	The Monarchy of Lod is about to invade Aakumaska and occupy Asrogoth. Hapapo is next.	51	There is a Dacadadan generation ship carrying the last of their race through the depths of the Ghost Rift.
22	The Yangi are subjecting the Gmina of Yangikent to involuntary sterilisations.	52	A giant Aslan battle fleet is assembling at Khte Hryea.
23	Mapepire Balsayn is still alive. Bored with palace life, after his abdication he returned to his pirate ways and is operating out of a hidden base on a rouge planet in the Nemesis Void.	53	The women of Clanheim will attempt to seduce offworld men to try to increase the world's genetic diversity but, once seduced, you can never leave.
24	The water on Vroekmozaas contains a drug to keep its citizens compliant. Nakris is using that drug too.	54	The planet Nemesis is the site of a secret League weapons development facility. The entire planetary culture is just a cover story.
25	There is a giant Ancients site buried in the ice on Angkor.	55	Someone just staked a massive lanthanum claim on an asteroid at Siva.
26	There is a new freeport at Sniel, fortified under the ice to protect it from bombardment.	56	The Sred*Ni are about to invade Tanasi. Within a decade they will be at Beriel.
31	Bran's Cage is really the site of a covert warbot programme. Bran was a failed prototype.	61	Zydar is not dead or sick. He has metamorphosed into a Droyne.
32	The situation on Opar Nevis is about to spawn a world war.	62	Whatever it is on Enigma ate an entire science team.
33	Hefrin Colony is going be absorbed by the Jarnac Pashalic after some sort of diplomatic marriage.	63	There is a new freeport around the gas giant a Nosenos.
34	A subterranean Droyne super-civilisation exists on Mefebit.	64	The government of Ixchel is controlled by pirates.
35	Florian League warships are massing at Sarlon.	65	Florians secretly control the starport at Tellus.
36	There is an Ancients superweapon on Salin guarded by teleporting deathbots.	66	A secret Storm Knight Order is looking for crewmembers for the *Sword of Oberon.*

VANGUARD REACHES

The Vanguard Reaches are at the spinward frontier of contiguously settled space. Except for the handful of native and transplanted races, prior to the 600s the sector's only inhabited worlds were a scattering of remnants from fallen empires or forgotten expeditions. While some elements of the Sindalian Diaspora crossed the sector in the -1500s and -1400s, the Corellan League only encroached into the trailing margins of the sector and communications between the League and far-flung systems to spinward soon broke down. Over the past millennium, the native Murians and Eslyat have expanded to form their own interstellar states after reverse-engineering jump drives from human starships.

Settlement from the Third Imperium, especially after 600, drove the full colonisation of the sector, with the Zhodani Consulate countering Imperial expansion by creating the *Driantia Steblenzhtia* or Vanguard Consulate, which evolved into the Colonnade Province. The Third Imperium twice sponsored attempts to contain the expanding Zhodani presence, resulting in the chaotic settlement of the Tellerian Cluster and later the more successful corporate effort to establish the Trelyn Domain. With Corellan and Imperial-derived states forming in the trailing stretches of the sector and Zhodani expansion spreading towards the Helix Rift on the spinward frontier, the sparse stars of the central subsectors remain fragmented, with Imperial-settled systems going their own way or forming small states and trade alliances. Contact between the trailing and spinward regions relies on narrow trade corridors threatened by piracy and excessive fees, limiting contact between the far regions of the sector. Recently, the expansion of the Eslyat Magistracy and its four wars with the Trelyn Domain has all but ended trailing-spinward trade across the middle of the sector, cutting off the Corellan League from developing markets.

Beyond the Vanguard Reaches, further to spinward, settlement is patchy at best, development blocked by the Colonnade and sheer distance. To rimward, Aslan expansion is beginning to encroach with *ihatei* incursions pressing up against sparsely settled systems. The future of the Vanguard Reaches is far from certain. The conflicts between the Zhodani and Third Imperium originally drove its settlement but those concerns seem distant to the 108 billion inhabitants spread among 295 of the sector's 311 systems. Conflict and opportunity this far from the centres of civilisation are likely to be driven from within. Both opportunity and risk remain high for those who live or venture into the Vanguard Reaches.

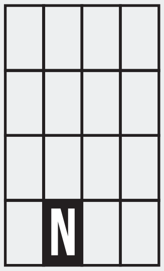
~-300,000	Age of the Ancients. Ghenani transplanted. Droyne arrive on Yosordvyoth and Bauxia.
~-290,000	Ancients civilisation destroyed in cataclysmic war.
~ -2950	Zdodren (Chyia Nedlkel) settled by Vlazhdumecta prospectors.
~ -2000	The Zhodani Helix Nebula Expedition uses Zdodren as a staging ground.
-1582	Sindalian dissidents travel across the sector, settling Andwella and eventually reaching Fulani.
-1492	Issoudun settled from Fulani as a refuelling and trade outpost.
-1104	The Zhodani Great Rift Expedition establishes a permanent outpost at Dlieblafia.
-908	The Murians of Arcturus develop spaceflight.
-505	The Murians begin a sublight colonisation project, eventually settling five systems.
54	Htyerle settled by the Aslan Trearloi clan.
102	Corellan traders contact the Murians at Semkarr and inadvertently share jump drive technology.
~400	‘First Wave’ Imperial settlers begin to arrive in the coreward Vanguard Reaches subsectors.
456	The Eslyat of Elliador develop spaceflight.
605	The ‘Great Pulse’ of Imperial settlers begins during the turmoil of the Frontier Wars and Civil War.
613	The Eslyat gain jump drive technology from reverse engineering a misjumped Zhodani vessel.
615	Dysitin, Emerling and Dikwa (Varen’s Planet) colonised by Imperial settlers.
626	The *Driantia Steblenzhtia* or Zhodani Colonnade Province is founded at Zhdeqr (Chyia Nedlkel).
632	Jarnac settled by Solomani-descended Imperials from Drayne in Corridor.
657	Formation of the Eslyat Magistracy and the Eslyat occupation of Inchusela and Stusskerkriss.
705	The worlds of the Kajaani Triumvirate secede from the Corellan League.
710	The Tellerian Cluster settled as an Imperial counterweight to the Colonnade.
804	The sporadic Wars of Colonisation begin within the Tellerian Cluster.
941	The Allarton Corporation is formed at Capital to settle and develop the Trelyn Domain.
943	Ardesh Varen leads the Allarton Corporation to Trelyn Vrra.
954	The Trelyn Domain annexes Dikwa, renamed Varen’s Planet, in return for technical assistance.
980	The Trelyn Domain becomes an Imperial client state under Grand Duke Ardesh Varen.
981	The First Eslyat War between the Eslyat Magistracy and the Trelyn Domain begins.
984	Diadem Trade Council established at Baixing.
1054	The Conference of Baixing establishes the Diadem Trade League, VANREX and Diadem Credit.
1057	The Second Eslyat War ends with the Siege and Treaty of Elliador.
1075	Hyperion Lines gains control of Hyperion, establishing the Hyperion League.
1080	Emerling Plague spreads, leading to the quarantine of Emerling, Obykla, Quillon and Voxarl.
1083	The Third Eslyat War ends with the Eslyat defeat at the Battle of Ellaris.
1087	The Fourth Eslyat War ends with a ‘perpetual peace treaty’ with the Trelyn Domain.
1089	The Council of Worlds establishes limits to the conflict in the Tellerian Cluster.
1105	Current Year.

GOVERNMENTS

The Vanguard Reaches is a sector of scattered states, a meeting of colonies of human empires and native governments. The Zhodani Consulate Colonnade Province is the largest of these, its Vanguard Reaches territory accounting for one-sixth of the systems and one-quarter of the population. Although the native Altarean Confederation includes 17 billion Murians, no other states – except perhaps the Trelyn Domain – are large or cohesive enough to be more than pocket empires, concerned with provincial issues and threats. Local politics and economic factors govern the various polities and major worlds of the Vanguard Reaches. Even including the Colonnade Province, these nations think little of the conflicts of major interstellar states. In return, the major states of Charted Space care little of what occurs in the Vanguard Reaches.

Smaller states – focused around worlds such as Harmony, Hoganas and Baixing – may grow to become stronger centralising influences in the middle of the sector but, as of 1105, they lack the ability to project power far from their home system.

ALTAREAN CONFEDERATION



The Altarean Confederation is the territory of the Murians. It extends across 28 systems mostly in the Altarean and Old Colonies subsectors and contains 17.4 billion citizens, all members of the Murian race except the small human population on the interdicted world of Matemoris. Situated at the edge of Charted Space, the Altarean Confederation enjoys peaceful but distant relations with its neighbours.

The Murians of Arcturus, the third world of the red dwarf star Altarea, began their expansion into interstellar space with the launch of sublight sleeper ships towards five nearby star systems before -500. Contact with a Corellan League trader in 102 and a bit of industrial espionage led to the Murian development of jump drive technology. This allowed them to begin recontacting their colonies in 119 and by 205 led to the formation of the Altarean Confederation. Subsequently, the Confederation has expanded to include the entire Altarean Main and additional nearby systems.

The Murians are egalitarian consensus-builders who prefer to avoid conflict, although they have proven well able to defend themselves. Most highly populated Murian worlds practice a continuous direct democracy aided by electronic vote tallies. These votes are not winner-takes-all but involve ranking several options with successive rounds of voting narrowing the field to choices with the most support and smallest resistance. When objection to the most popular choice remains in any way significant, a new vote with a compromise solution is often conducted. In some cases, if no solution overcomes stubborn resistance, the entire issue may be tabled. While this method of government is not fast and rarely produces radical change, it works well for the collectivist Murians and has provided stable governance since their early industrial era. However, on the colony worlds of Neechotova and Vinvahla, the population has ceded control of government functions to a vast computer-assisted bureaucracy kept efficient by citizen oversight. On Shesta, five separate colonies along the world's twilight zone have established separate governments but all follow either the direct democracy or bureaucratic model. On small Confederation outposts the standard form of government is corporate, with the whole population as shareholders and all citizens sharing in the proceeds of local industry, which normally consists of mining, service or exploratory activities.

The Confederation government meets at Arcturus with representatives from Arcturus, its five original colonies and the growing newer colonies of Merro, Gorva and Persus voting on matters concerning the Murian worlds as a whole. This includes all relations with other species. While individual worlds control local defence and trade with other members of the Confederation, the Confederation Council determines foreign policy with regards to trade, exploration and defence. Any Confederation action requires the unanimous consent of all nine Council members and ratification by governments of the nine worlds.

The Altarean Confederation is not expansionist, having reached a stable size limited by the sparse stellar environment surrounding the Altarean Main. Early Murian exploration and trade vessels encountered human piracy and Aslan *ihatei*, leading to loses that convinced the Confederation Council to develop armed vessels. All Altarean starships travelling outside Confederation territory are armed but none can be considered true warships. The starfaring services of the Confederation are all members of the External Services' two branches: the External Trade Service and the External Exploration Service.

As Murians are gregarious and rather large, ships with crews of less than 50 are uncommon and few starships are smaller than 1,000 tons. Ships as large as 100,000 tons exist but none are armed with spinal weapons. Small groups of large well-defended ships travel as far as 50 parsecs from the Confederation, engaging in trade and exploration. These vehicles are moderately well-armoured and focus on beamed weaponry, screens and advanced sensors rather than missile and projectile weapons. Altarean doctrine is to never initiate combat but to never retreat from a fight. However, when faced with certain defeat one or two vessels of a group are normally dispatched to take home news of the battle. Despite a reputation for fighting to the death, Murians will accept the surrender of foes and treat prisoners well – as long as their prisoners do not break faith with their captors.

The Altarean Confederation has no formal treaties with any interstellar states or species. Relations are transactional in nature. Although Murians will drive a hard bargain, they are honest and fair in all dealings with other races and respectful of the culture of others. The Altarean Confederation welcomes traders and diplomats within their borders. The Colonnade Province and Kajaani Triumvirate have long maintained permanent embassies on Arcturus. The isolated nature of Altarean space limits casual Travellers but tourists are welcome to visit Altarean worlds. Despite this, the Murians are not tolerant of any encroachment into their territory. No aliens have permission to settle within Confederation space or extract wealth from Confederation-claimed systems. Only diplomats are granted visas to remain in Altarean space for more than 10 Arcturan years (401 standard days).

The exceptions to the Confederation's lack of external entanglements are the trade agreements with human systems in the Old Colonies, where these mid-tech worlds have exchanged favourable Altarean trade terms for protection against *ihatei* expansion. While the Confederation strives to maintain peaceful relations with Aslan clans, most of the External Services' conflicts have been with *ihatei* settlers encroaching in these human systems.

MURIAN PULSE LASER BAY

Murians are not fond of radiation weapons such as particle accelerators and fusion guns, although they do use meson guns when the target is highly armoured or buried underground. As a result of this doctrine, the Murian standard heavy weapon is a 50-ton pulse laser bay optimised for long range firepower. While not as powerful as other bay weapons, increased accuracy and a high rate of fire compensate for this weakness and proves an effective deterrent to all but the largest ships.

Pulse laser bays gain DM+2 to their attack rolls.

Murian Pulse Laser Bay

Weapon	TL	Range	Power	Damage	Cost	Traits
Small Pulse Laser Bay	12	Very Long	30	5D	MCr25	AP 2, Auto 2

ALTAREAN EXTERNAL TRADE SERVICE MERCHANTMAN

The typical Murian trading ship is a 5,000-ton merchantman. While most races – except the K'kree – would consider this a large ship, for Murians it is a small vessel suitable for prolonged trade operations. Murians require more space than humans, with a full stateroom and equivalent common area necessary to support a Murian long-term. Sufficient biosphere space to support the crew is also required for crew health and by regulation every Murian ship must have enough low berths and re-entry capsules to accommodate the entire crew. In effect, each Murian requires almost 10 tons of internal space for long-term accommodation. Much of this space is open and filled with vegetation, with sleeping nooks built into walls and faux tree trunks. Murian ships lack an overall captain but are not completely without hierarchy, with experienced officers making decisions by consensus – although rarely overriding the judgement of the officer with the most expertise on a particular topic. Redundancy in crew assignments is important and Murian vessels generally have at least two trained specialists in each field with cross-training providing additional redundancy. With a 'comfortable' crew size of 50 individuals, the 5,000-ton Merchantman is among the smallest starships in general commercial service.

The ship is a 50-metre diameter sphere with four spheroid extensions housing most of the engineering machinery. The large size and ungainly atmospheric performance of the merchantman generally precludes landing, except at the largest ports. Instead, the ship hovers above a landing field. With decks set perpendicular to the line of thrust, the ship's lower half consists mainly of an open cargo bay with wide doors and cargo cranes allowing for the loading and unloading of cargo while hovering. A merchantman generally does not carry subsidiary vehicles but shuttles or speciality craft can be accommodated in the large open cargo bay whose lower hatch provides an opening greater than 20 metres across. Crews transfer to the ground in elevator containers attached to the cargo cranes.

Murian electronics are advanced beyond their general level of technical development. For the purposes of sensor detection and electronic warfare, a Murian ship should be treated as a TL14 vessel.

ALTAREAN EXTERNAL EXPLORATION SERVICE SCOUT

The Murian 5,000-ton scout ship resembles the 5,000-ton merchantman externally, except it has more antennae and weapons mounts, and larger manoeuvre drive nacelles at the ends of the engineering spheroids. Internally, the engineering spheroids extend deeper into the hull to support larger drives. Fuel tankage, science suites and extra accommodations occupy the upper regions of what would be a merchantman's cargo bay, limiting the ability to carry subsidiary craft. The meson bay is internal to the ship and euphemistically referred to as a 'deep penetration communicator', a function it could theoretically perform at low power.

Murian Pulse Laser Bay

ALTAREAN EXTERNAL TRADE SERVICE MERCHANTMAN

TL13		TONS	COST (MCr)
Hull	5,000 tons, Spherical	—	200
	Radiation Shielding	—	125
Armour	Crystaliron, Armour 4	250	40
M-Drive	Thrust 2 (energy efficient, reduced size)	90	225
J-Drive	Jump 3	380	570
Power Plant	Fusion (TL12) (reduced size), Power: 3,600	216	237.6
Fuel Tanks	J-3, 8 weeks of operation	1,544	—
Bridge	Holographic Controls	60	31.25
Computer	Core/80 (primary)	—	95
	Core/70 (backup)	—	80
Sensors	Improved x2	6	8.6
	Distributed Arrays x2	12	17.2
	Enhanced Signal Processing x2	4	16
	Mineral Detection Suite	—	5
	Sensor Stations x2	2	1
Weapons	Small Pulse Laser Bay	50	25
	Triple Turrets (long range pulse lasers) x4	4	19
	Triple Turrets (accurate, beam lasers) x4	4	11.5
	Type II Point Defence Battery	20	10
Screens	Meson Screens x2	20	40
	Nuclear Dampers x2	20	20
Systems	Fuel Scoops	—	1
	Fuel Processor (500 tons/day)	25	1.25
	Repair Drones	50	10
	Armoury	3	0.75
	Biosphere (66 personnel)	33	6.6
	Medical Bays x2	8	4
	Workshops x3	18	2.7
	Re-entry capsules x65	32.5	1.3
	Cargo Crane	8	8
	UNREP System (100 tons/hour)	5	2.5
Staterooms	Standard x65	260	32.5
	Low Berths x65	32.5	3.25

Crew

Officers x4, Pilots x3, Astrogators x2, Medics x2, Maintenance x5, Engineers x20, Stewards x4, Administrators x2, Gunners x13

Hull: 2000

Running Costs

MAINTENANCE COST

Cr162167/month

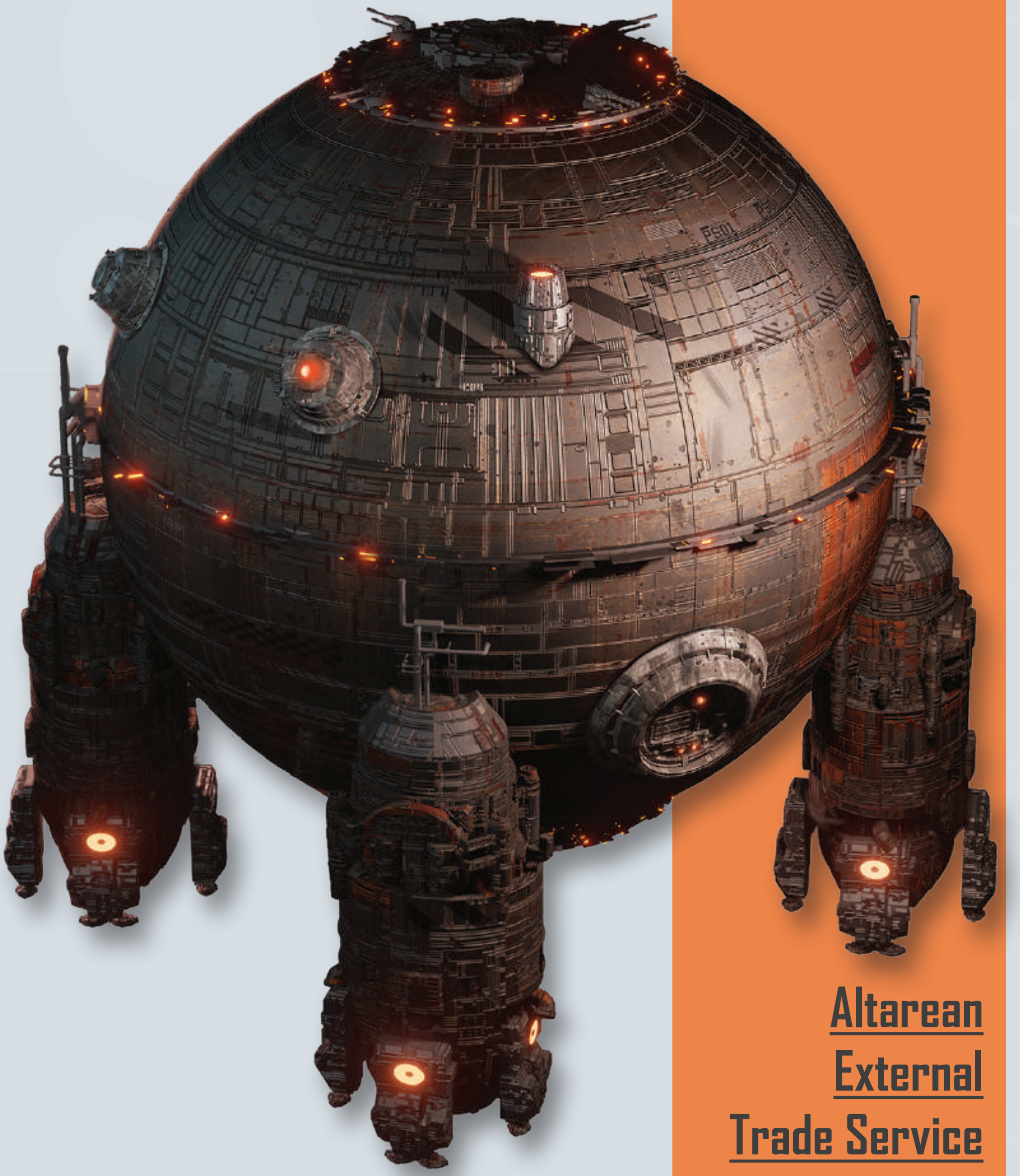
PURCHASE COST

MCr1946

Power Requirements

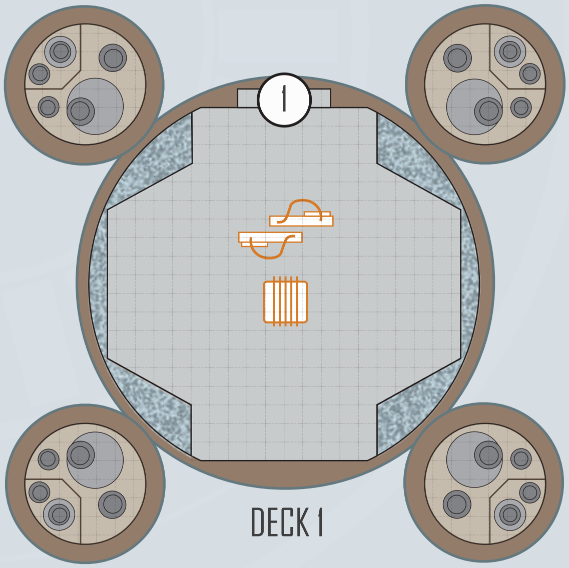
Basic Ship Systems	1000
Manoeuvre Drive	750
Jump Drive	1500
Sensors	22
Weapons	254

Software	Manoeuvre/0	—	—
	Library	—	—
	Intellect	—	1
	Auto-Repair/2	—	10
	Evade/3	—	3
	Virtual Crew/1	—	5
	Anti-Hijack/3	—	10
	Broad Spectrum EW	—	14
	Electronic Warfare/2	—	18
Common Areas		260	26
Cargo		1,579	—



Altarean External Trade Service Merchantman

1 sq. = 1 ton



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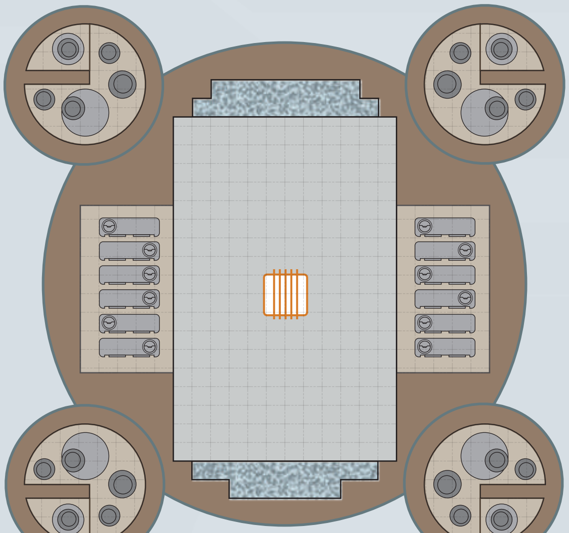

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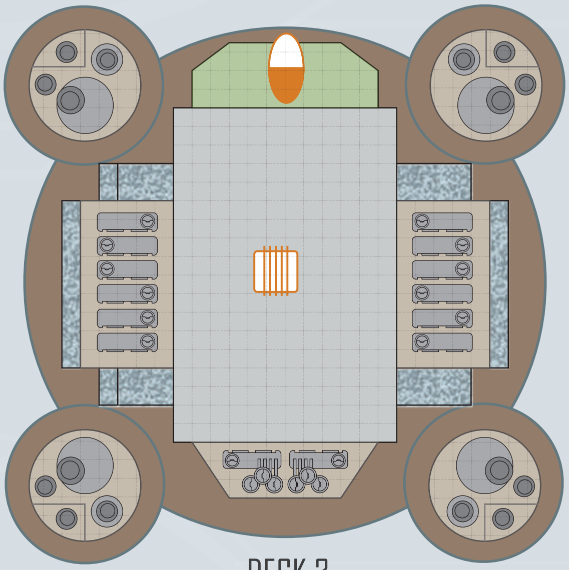

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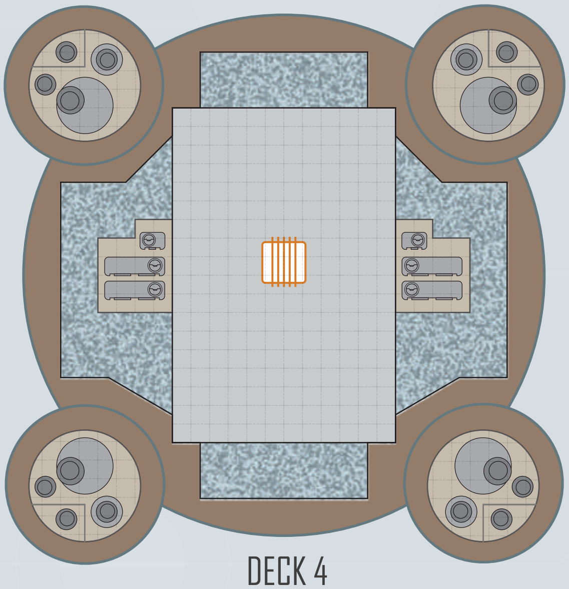

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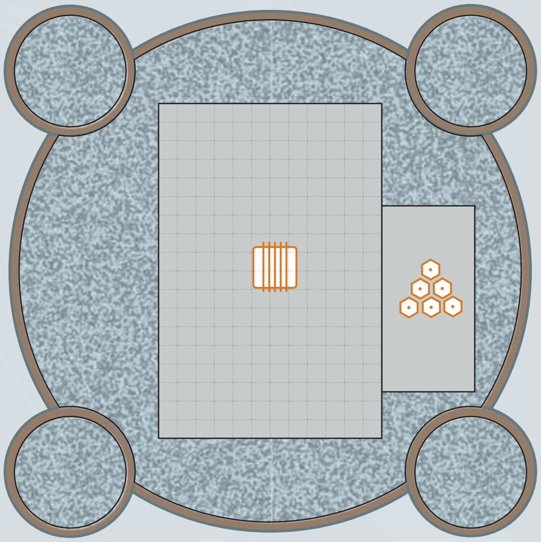

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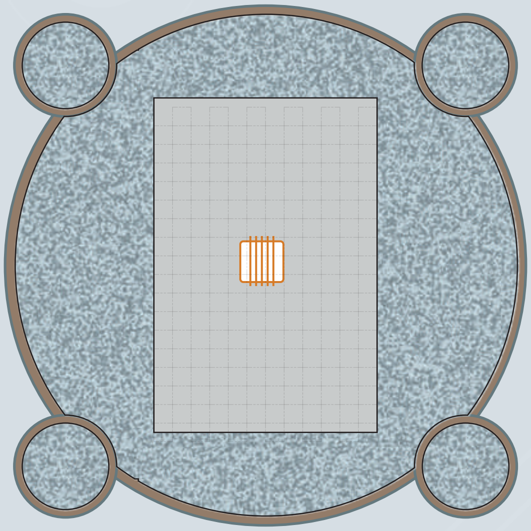
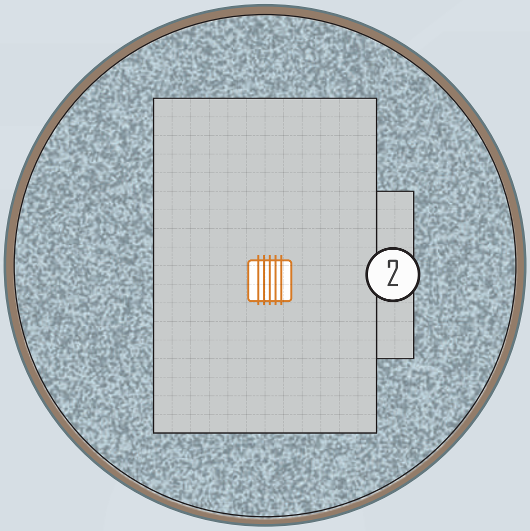


DECK 6

1 sq. = 1 ton



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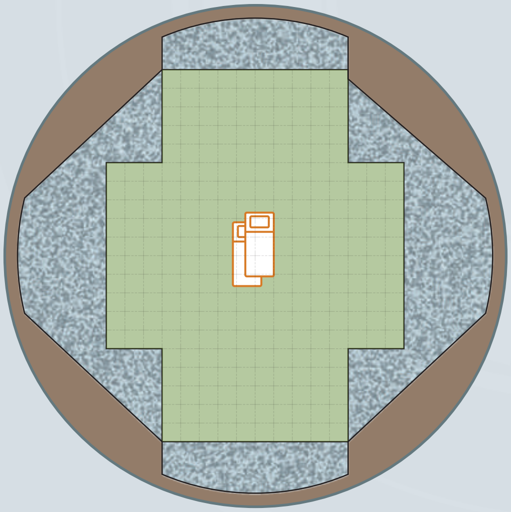

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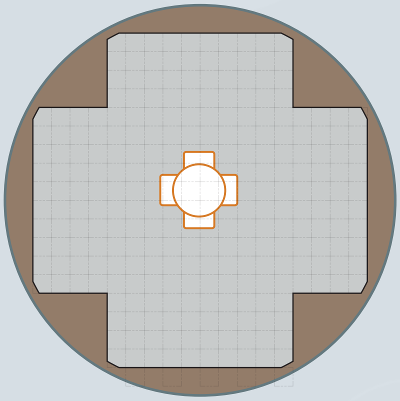

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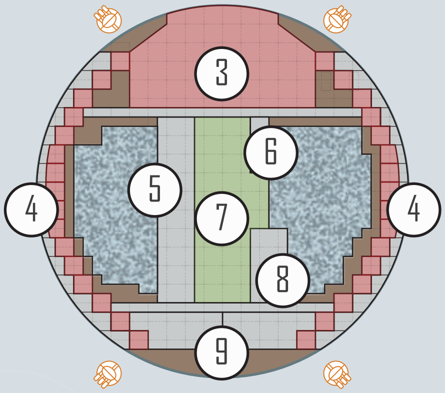

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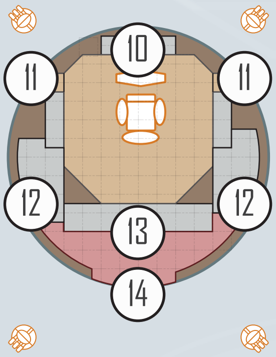


DECK 11

🟫 Command

🟥 Weaponry

⬜ Engineering

🟩 Accommodation

1. UNREP System
2. Workshops
3. Small Pulse Laser Bay
4. Re-entry Capsules
5. Fuel Processor
6. Armoury
7. Biosphere
8. Medical Bays
9. Meson Screens
10. Enhanced Signal Processing
11. Sensor Stations
12. Nuclear Dampers
13. Distributed Arrays
14. Point Defence Batteries

ALTAREAN EXTERNAL EXPLORATION SERVICE SCOUT

TL13		TONS	COST (MCr)
Hull	5,000 tons, Spherical	—	200
	Radiation Shielding	—	125
Armour	Crystaliron, Armour 4	250	40
M-Drive	Thrust 3 (energy efficient, reduced size)	135	337.5
J-Drive	Jump 4	505	757.5
Power Plant	Fusion (TL12) (reduced size), Power: 4,500	270	297
Fuel Tanks	J-4, 12 weeks of operation	2,081	—
Bridge	Holographic Controls	60	31.25
Computer	Core/80 (primary)	—	95
	Core/70 (backup)	—	80
Sensors	Improved x2	6	8.6
	Distributed Arrays x2	12	17.2
	Enhanced Signal Processing x2	4	16
	Countermeasure Suites x2	4	8
	Life Scanner Analysis Suites x2	2	8
	Deep Penetration Scanners (400 tons/hour)	20	20
	Shallow Penetration Suites x2	20	10
	Mineral Detection Suite	—	5
	Sensor Stations x6	6	3
Weapons	Small Pulse Laser Bay	50	25
	Small Meson Gun Bay (long range)	50	62.5
	Triple Turrets (long range pulse lasers) x6	6	28.5
	Triple Turrets (accurate beam lasers) x6	6	17.25
	Type II Point Defence Batteries x2	40	20
Screens	Meson Screens x2	20	40
	Nuclear Dampers x2	20	20
Systems	Fuel Scoops	—	1
	Fuel Processor (500 tons/day)	25	1.25
	Repair Drones	50	10
	Armoury	5	1.25
	Biosphere (106 personnel)	53	10.6
	Medical Bays x2	8	4
	Workshops x3	18	2.7
	Re-entry capsules x106	53	2.12
	Advanced Probe Drones x200	40	32
	Chart Room	16	1.25
	Science Operations Suites x2	96	76.8

Crew

Officers x9, Pilots x3, Astrogators x2, Medics x2, Maintenance x5, Engineers x26, Scientists x39, Administrators x2, Gunners x18

Hull: 2000

Running Costs

MAINTENANCE COST

Cr218123/month

PURCHASE COST

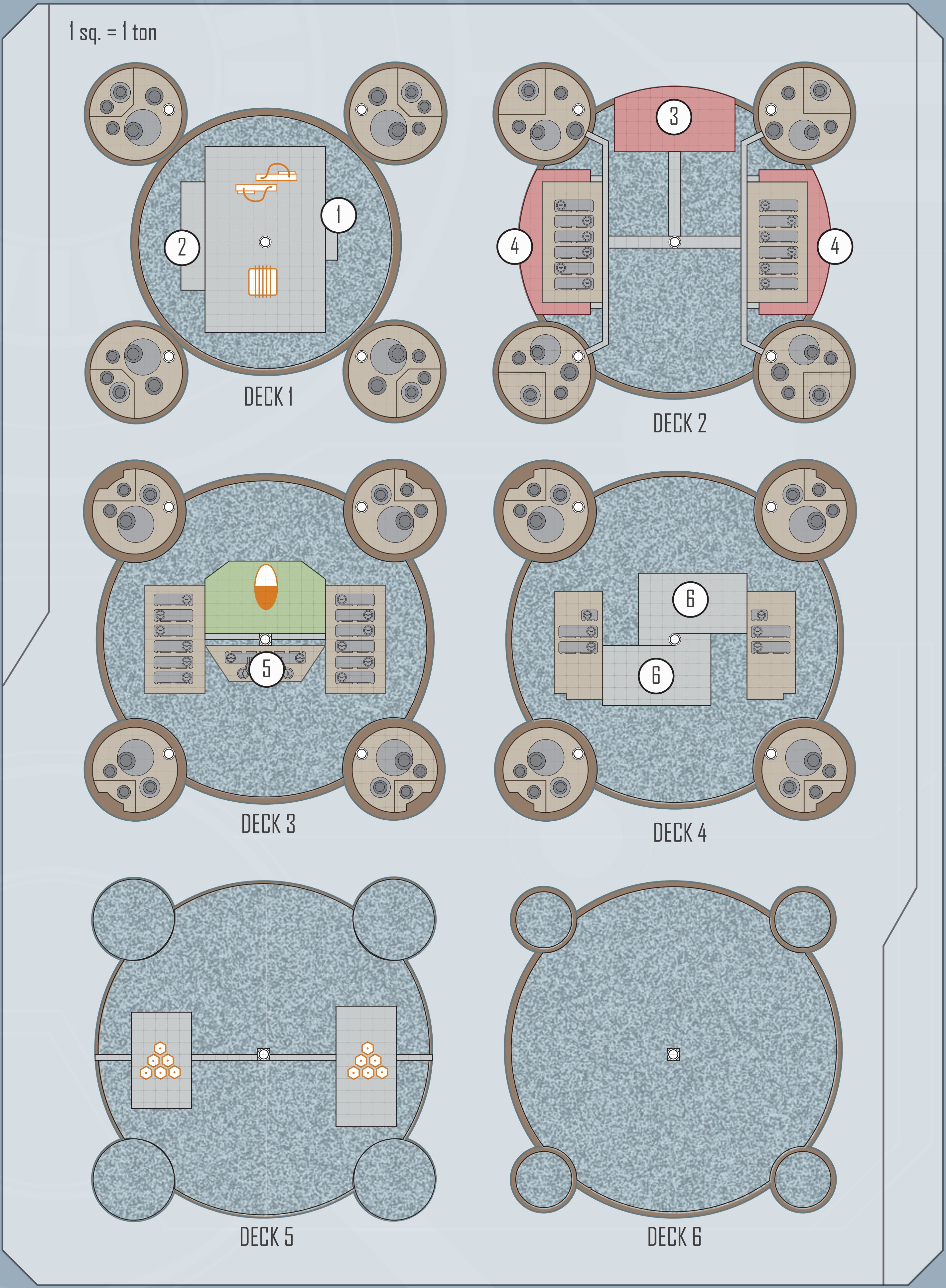
MCr2617.47

Power Requirements

Basic Ship Systems	1000
Manoeuvre Drive	1125
Jump Drive	2000
Sensors	54
Weapons	646

	Libraries x2	8	8
	UNREP System (100 tons/hour)	5	2.5
Staterooms	Standard x106	424	53
	Low Berths x106	53	5.3
Software	Manoeuvre/0	—	—
	Library	—	—
	Intellect	—	1
	Auto-Repair/2	—	10
	Evade/3	—	3
	Virtual Crew/1	—	5
	Anti-Hijack/3	—	10
	Broad Spectrum EW	—	14
	Electronic Warfare/2	—	18
	Science (general)	—	25
	Research Assistant/3	—	5
Common Areas		424	42.4
Cargo		155	—

Altarean External Exploration Service Scout


1 sq. = 1 ton
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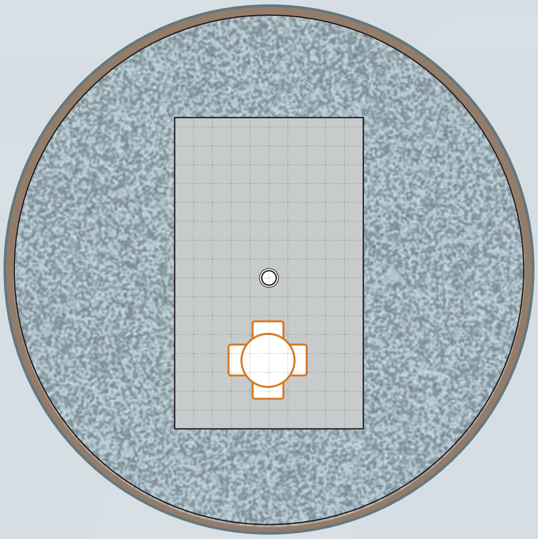
1 sq. = 1 ton



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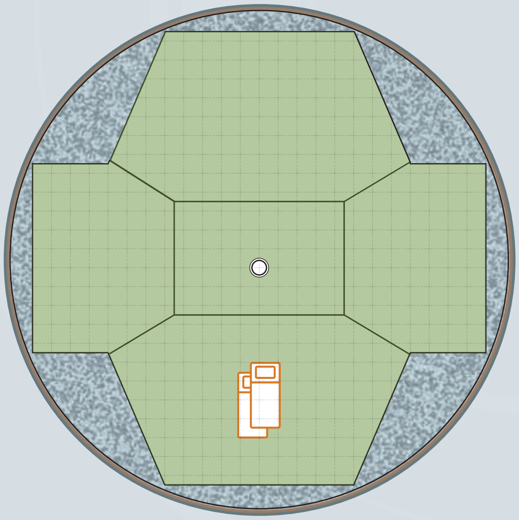

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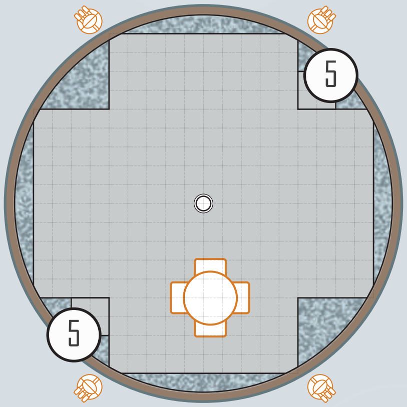

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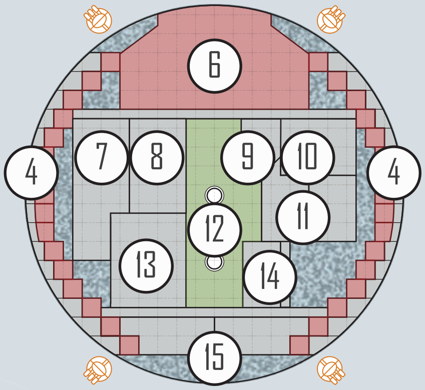

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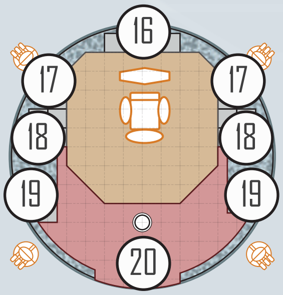


DECK 11

🟫 Command

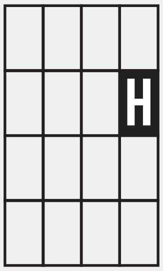
🟥 Weaponry

⬜ Engineering

🟩 Accommodation

1. UNREP System
2. Workshops
3. Small Meson Gun Bay
4. Re-entry Capsules
5. Libraries
6. Small Pulse Laser Bay
7. Deep Penetration Scanners
8. Chart Room
9. Armoury
10. Distributed Arrays
11. Shallow Penetration Suites
12. Biosphere
13. Fuel Processors
14. Medical Bays
15. Meson Screens
16. Enhanced Signal Processing
17. Sensor Stations
18. Countermeasures Suites
19. Life Scanner Suites
20. Point Defence Batteries

ESLYAT MAGISTRACY



The Eslyat Magistracy or *Shushrusar Eslyato* is the interstellar government of the Eslyat Minor Race. The term Magistracy implies rule by judicial officials but the Magistracy more closely resembles a feudal society ruled by a noble elite whose leaders embody both secular and religious authority over their subordinates. The Eslyat word *shushrusar* can be translated into Galanglic as either 'judgement' or 'decision'. For the Eslyat, proclamations and judgments of the nobility have the force of law.

The Eslyat established a global government based on the tenets of the Sesshayr religion and the rule of the noble Selyin sub-race early in the history of their watery homeworld of Elliador, several centuries before achieving spaceflight in the 450s. The Eslyat evolved a technological society without outside interference, as the Corellan League had intentionally interdicted Elliador for centuries prior to the Eslyats' first forays into space. The race's first contact with interstellar voyagers occurred in 613 when the Zhodani freighter *Brenchrodl Rits* misjumped into their system. By this time the Eslyat had expanded across the surviving worlds of their red giant sun and were just on the cusp of mastering gravitic technology. The Zhodani did not intend to transfer jump drive or even manoeuvre drive technology but Eslyat scientists were able to reverse-engineer the freighter's engines without fully understanding them. Still, a decade later the Eslyat had begun to travel the stars in their first crude starships. In 624 they encountered a Corellan patrol ship at Cueyntros and began to understand the diversity and prevalence of Humaniti in surrounding star systems.

The Eslyat Magistracy was first proclaimed in 657 to legitimise Eslyat control over the systems of Inchusela and Stusskerkriss, neither inhabited by other races at the time. Formal relations with the Corellan League and Zhodani Consulate Colonnade Province followed but, for a century, the Eslyat concentrated on exploratory efforts and building a technology base to support their first interstellar colony, a habitat built in the asteroid belt of Inchusela.

Since its foundation, the Eslyat Magistracy has a fundamental long-term goal: the survival of the Eslyat people. Ellias, Elliador's red giant sun, is reaching the end of its final hydrogen-burning stage. Only a chance planetary realignment 30 million years ago has prevented Elliador from already becoming uninhabitable as Ellias continues to brighten. In less than 10,000 years, the sun will undergo a helium flash, momentarily brightening 1,000-fold as large portions of its helium core undergo almost simultaneous fusion. That event will fry Elliador and Ellias's subsequent stellar evolution will cyclically freeze and burn the embers of the world. Long before the helium flash, the Eslyat aim to have spread among other stars. Minor factors, such as the current occupants of those star systems, are not likely to deter Eslyat expansion and dispersion for long. The amphibious Eslyat thrive in narrow environmental conditions of warm temperatures, high humidity and waters with specific salinity and trace elements. As such, they are as much interested in creating large artificial habitats around other stars as on settling worlds.

The major colonisation effort has focused on Inchusela, which now has more Eslyat living among its hundreds of habitats than Elliador itself. The asteroid belt at Stynshayr, home to a stricter sect of Sesshayr, is also increasing in population. In systems with an Eslyat planetary colony – even on the water world Thyskyus – the emphasis is on building industry or knowledge, not large-scale colonisation. However, the water worlds of Woonona in the neutral zone between the Eslyat Magistracy and the Trelyn Domain could both be adapted to support the Eslyat and a transplanted Elliadoran ecosystem. All four wars between the Magistracy and the Domain have in some way involved those border worlds.

The doctrines of Sansdantka, the founding guru of Sesshayr, emphasise cooperation and understanding – but only amongst Eslyat. Sansdantka considered the Eslyat to be creatures of divine perfection, leading to a racial superiority complex which – combined with a very understandable expansionist imperative – has caused conflicts to erupt between the Magistracy and neighbouring human governments. The Magistracy initiated four wars with the Trelyn Domain, in 981, 1057, 1083 and 1087. Each ended in a quick defeat for the aggressors but in every war the Eslyat gained knowledge on how to fight in space and have improved their technology. Despite the 'Permanent Peace' that ended the fourth war, hostility with the Trelyn Domain continues. Although the Magistracy has not fought a war against the Corellan League, Eslyat expansion into systems that once held Corellan outposts, such as Sovruat and Soyfygdot, has led to increased tensions along their common border. To rimward, the Magistracy has claimed Jzar and Joshi and has occupied Denmordan, ignoring pre-existing claims to the unoccupied system and causing alarm and diplomatic protests from the Kajaani Triumvirate. All three human states on the Magistracy's borders fear another war may be inevitable. Trade between the Magistracy and its neighbours has all but stopped since the 1090s.

The Magistracy is a hierarchical feudal realm with Princess Cherlla Tegraci Tarf Selyin IX the supreme ruler of the Magistracy as a whole and of Elliador directly. Besides Elliador, the Tarf noble family rules six Magistracy systems as fiefs including Inchusela, which is managed by the princess's similarly named daughter and heir. Other noble families rule systems as fiefs granted by the Tarfs, including the ruler of Stynshayr, Priestess Nysshi Grevya Sarin Selyin, who leads a sect of Sesshayr that preaches strict adherence to arcane rituals.

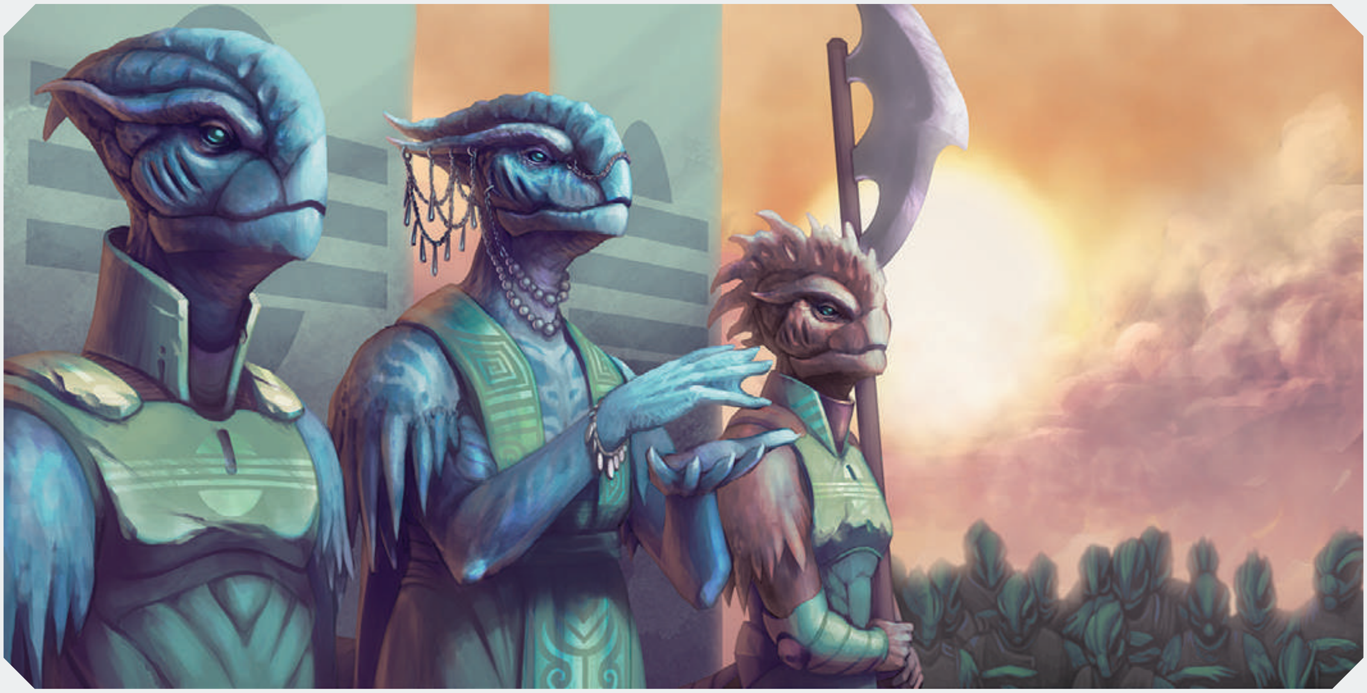
The Eslyat military is composed of the personal forces of the ruling Tarf noble house and feudal levies from subservient houses. As the Tarf family directly rules nearly 90% of the Magistracy and contributes all but a few auxiliary vessels to the Eslyat Magistracy Fleet, the military can be considered a unified command under Tarf family control with uniform equipment, doctrine, and training. The fleet is commanded by noble officers of the Selyin sub-race, with soldiers of the Chutin sub-race providing fighting personnel.

The four wars with the Trelyn Domain forced the Fleet to adopt practical tactics and have led to the destruction or retirement of obsolete TL10 ships defeated by technologically superior Trelyn forces. Most frontline ships still focus on projectile weapons – including railgun spinal mounts, bay weapons and an overreliance on missiles and torpedoes – but newer ships-of-the-line (essentially heavy cruisers) have begun to sprout particle accelerators, allowing direct fire engagement at much greater ranges.

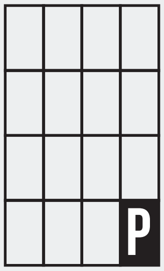
The Eslyat employ swarms of fighters both for defensive operations around habitats and stations, and offensive operation utilising carriers built to launch whole wings of fighters. Fighter doctrine emphasises large quantities of light fighters, maximising firepower per ton but often leading to high causalities – especially in defeat. Heavier system defence weaponry is normally mounted on habitats and stations directly, not on mobile system defence boats or monitors; this results in a strong but brittle defensive strategy.

The Eslyat do not maintain a strong standing army, although the Chutin form a large paramilitary security force reserve. Offensive military operations employ the Eslyat Commandoes, elite marines trained in jump insertion and boarding operations. Commando training has a strong religious component and these troops are well-equipped and highly trained fanatics willing to undertake near-suicidal missions, rarely retreating and never surrendering.

Despite the threat of war, the Eslyat Magistracy preserves formal diplomatic relations with neighbouring states, not only with the Trelyn Domain, Corellan League and Kajaani Triumvirate but also the Colonnade Province, the Duchy of Mapepire and the Hyperion League, although the need to cross three parsec gaps limits direct contact or trade relations with the latter three states – a circumstance that may also explain the better relations the Magistracy enjoys with them.



JARNAC PASHALIC



Consisting of the world Jarnac and five nearby systems at the rim-trailing corner of the Vanguard Reaches, the Jarnac Pashalic lies near the edge of space settled by humans from the Third Imperium. Ruled since the seventh century by the self-proclaimed Pashas of Jarnac, the Pashalic has by default become the protector of the Hefrin Colony to trailing and by location become the explorer of the rimward portions of the Vanguard Reaches and beyond into the Iphigenaia sector.

All six systems of the Jarnac Pashalic were first permanently settled between 618 and 650 by different groups of settlers of mainly Imperial origin. The colonisation effort from Drayne to Jarnac was the largest and best equipped of these endeavours. An'Dulach – the first self-proclaimed Pasha of Jarnac – was a scion of a wealthy family on Drayne but as a younger child of a younger child he was unlikely to inherit the titles or primary wealth of his grandmother. After a successful career with Naasirka and enriched by questionable deals during the Imperial Civil War, An'Dulach personally financed the colonisation effort, loading 20,000 colonists on three sleeper ships and heading 'far beyond the frontier' with an escort of corvettes and auxiliaries. These ships overcame obstacles of natural, technical and piratical nature to arrive at Jarnac in 632 after a voyage of nearly four years. Although its very thin atmosphere made Jarnac a less than ideal colony world, An'Dulach's ships were faltering and his crew near mutiny when he made the decision to call it his peoples' new home. An'Dulach proclaimed himself Pasha and wrote a constitution placing him at the head of a bureaucracy supporting a mostly state-owned planned economy. Flexibility and a strict meritocracy allowed the world to flourish and maintain a technology far superior to neighbouring systems.

The Pashalic expanded quickly, then stabilised. In 677 Jarnac offered protection to Kereq and Kathrit to deter Aslan *ihatei* incursions. The Pashalic then annexed the intermediary cluster of Brosius, Varanna and Yuska to secure access to the two rimward systems. By 680, the Jarnac Pashalic had reached its present size. Although it has not expanded since, it has provided protection to its trailing neighbouring Hefrin Colony for centuries.

An'Dulach died in 683, succeeded by his son, who changed his name to become An'Dulach II. The current Pasha is the direct descendent, An'Dulach XII. The ruling Pasha is a woman and the An'Dulach name has evolved into more of a title than a personal forename.

The structure of the Pashalic itself is decentralised. While Jarnac accounts for more than three-quarters of the population and nearly 99% of the wealth, the five other worlds under the Pasha's rule have a member of the Pasha's family as titular head of state but are essentially autonomous. Jarnac and its central bureaucracy remain responsible for diplomatic relations, external trade and all defence forces beyond a world's atmosphere, but – mirroring the practices of the vastly larger Third Imperium – a Pashalic world is otherwise free to govern itself.

The Jarnac Pashalic does not have a standing army, leaving internal security functions to its Ministry of Public Safety or constituent worlds. The primary military service is the Jarnac Pashalic Navy (JPN) which includes the Pashalic Marine Force (PMF) as a subordinate branch. The PMF also includes the brigade-sized Pashalic Guard, charged with security of the Pasha, her family and her property. The Pashalic Guard itself includes the subordinate Pashalic Flight, a space branch tasked with crewing the yachts and escort ships of the Pasha's household.

The JPN focusses on defence and patrol, and lacks significant offensive capability. Its largest ships are 40,000-ton monitors assigned to protect its inhabited systems and deployed from the Jarnac system by jump net-equipped interstellar tugs. Six light cruisers and 12 frigates provide some offensive firepower – with the cruisers sporting small meson spinal guns and the frigates with particle accelerator bays – but the bulk of the JPN consists of 400-ton patrol cruisers and 400-ton system defence boats with various small craft acting in auxiliary roles. Only a few fighter squadrons exist, assigned to cruisers or starports. Jarnaci naval personnel are well-trained and equipped to TL13 standards, compensating for their small numbers and defensive posture with quiet competence.

The Pashalic encounters distinct challenges as a state at the edge of civilised human space. It faces the far fragments of Aslan expansion to rimward, with *ihatei* expanding from Hierate-colonised worlds in the Touchstone and Iphigenaia sectors. The only fleet action conducted by the JPN's cruisers occurred at Geredad in 1092, with Pashalic forces evicting a large *ihatei* surface settlement and engaging the multi-clan task force that came to its aid. The Geredad Incident ended in a truce signed within weeks but smaller incursions continue along the rimward frontier.

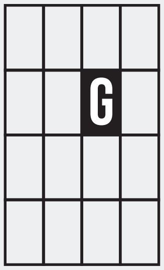
To trailing, the Pashalic contends with the Zydarian Star Legion, the nearly piratical space force of the Zydarian Codominium. The Hefrin Colony's essentially client state status with the Pashalic has pulled the

JPN into patrolling the Spinward Drift of The Beyond. Confrontations with Star Legion ships demanding 'tithes' from merchant traffic is common and the Pashalic provides both escort and rescue service to shipping in the vicinity of the Hefrin Colony and in independent system trailing further as far as the Broken Chain in the Ghost Rift.

The Jarnac Pashalic maintains formal diplomatic relations with the Corellan League, Kajaani Triumvirate, Nakris Confederation and Stormhaven Republic. Diplomatic missions have established intermittent relations with the Altarean Confederation, Colonnade Province, Hyperion League and Trelyn Domain. The Pashalic's generally pro-trade foreign policy channels all interstellar commerce through Jarnac itself but since the capital world accounts for most of the interstellar goods and services traded, this restriction has no noticeable detrimental effect on the economic well-being of the remaining member worlds. Relations with the Corellan League and Nakris Confederation have strengthened in the past decade as the three states continue to coordinate policies concerning the Zydarian Codominium.

Recent provocations have raised the spectre of war with the Zydar but despite the Codominium's greater population, the technical sophistication and industrial capacity of Jarnac is likely to allow the JPN to prevail if it comes to full-scale warfare. It is also likely that such a confrontation would draw in at least Nakris – if not the Corellan League – and Jarnac would not stand alone.

HYPERION LEAGUE



The Hyperion League is more conglomerate than government, a combination of shipping and industrial interests united in a corporate structure that has usurped the powers of state for its own benefit. As the major link between the Diadem Main and coreward half of the sector, the Hyperion League is becoming an important regional power.

Like many neighbouring systems, Hyperion itself was first occupied during the Great Pulse of settlement around the time of the Third Imperium's Civil War. The world soon established itself as a mining, manufacturing and commercial centre, using its central location to its advantage.

The Hyperion League is a de facto government but also a holding company. In a series of complex interlocking ownership relationships, the Hyperion League is controlled by Hyperion Lines, in turn controlled by the Lupeski family. Hyperion Lines was founded as a shipyard and transportation company in 1037 by Annette Lupeski. The original government of Hyperion entered into a series of private-public partnerships with Hyperion Lines and some of its subsidiaries in the 1050s. Through performance targets and buyout options written into the contracts, the private corporations ended up with controlling interests in all major government functions by 1075.

Control of Hyperion's port and interstellar commerce was leverage for the Lupeski family to expand their holdings beyond the system, first to the asteroid belts of Yarx, next directly purchasing the hostile ocean world of Sadowa and then the rockball port of Assoulda on the Diadem Main in 1088. Since gaining control of Assoulda and proclaiming the Hyperion League, the Lupeski family – now led by Annette's daughter Kayla – has established control of the lower technology rich worlds of Constance and Patina, the latter renamed Enterprise by Kayla's daughter Zara after a coup placed her in power in 1097. Sadowa has become a Lupeski family personal retreat. Constance and Enterprise remain directly ruled by Rikardo and Zara Lupeski.

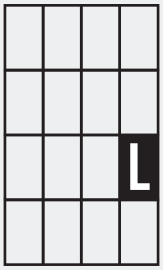
The League's governing body is a corporate board dominated by directors belonging to the Lupeski family. Annette Lupeski died in 1095 but she had three daughters and 14 grandchildren, all of whom sit on the board of the Hyperion League. The following generations include 33 great-grandchildren and 15 great-great-grandchildren all of whom retain their mother's name in accordance with Hyperion custom. These younger Lupeskis are beginning to assume positions within the subsidiary companies in preparation for their entry onto the board as vacancies occur. On paper, the Lupeski family owns only 21% of the overall assets of the League and all its subsidiaries, yet through a chain of directorates they retain more than 70% of the voting rights. The board includes seven outside directors but they have little clout.

The Hyperion League is a new government. With its unconventional structure, it is not recognised as a state by many interstellar or world governments. The worlds of the Diadem Main are especially wary of the new state's ability to control trade to coreward and fear a Hyperion take-over of Ibadam or Finzi's Niche could provide it with complete control of the coreward trade routes. Nevertheless, the Trelyn Domain – itself originating as a corporate venture – was quick to recognise the Hyperion League as the sovereign government of Hyperion and its dependencies, repurposing their embassy to Hyperion to interact with the League as a whole in 1089. Recognition from the Jarnac Pashalic soon followed. The Eslyat Magistracy established a formal embassy in 1097 but the Kajaani Triumvirate withdrew their earlier recognition in 1097 to protest the takeover of Enterprise – or Patina, as the Triumvirate still calls it. However, despite Hyperion's propaganda to the contrary, there is no evidence the Triumvirate supports the Patina Freedom Front.

Hyperion Lines has a security division supporting its shipping interests with fleet escorts and corvettes but the League does not have a military in a conventional sense. Hyperion Yards has its own security division providing system defence boats, fighters and a few larger monitors, plus security troops to defend its starports and shipyards. The Hyperion Public Safety Department (HPSD) is contracted to a Hyperion Lines subsidiary and acts as a paramilitary law enforcement organisation on Hyperion, Yarx and Assoulda. For pure military operations, Hyperion Security Services (HSS) is an accredited mercenary organisation comprising 12 combat brigades and supporting units, many deployed on Enterprise to put down a continuing insurgency by surviving members of the Patina governing body. Finally, Hyperion Interstellar Services (HIS) is a separate mercenary organisation acting as the League's front-line navy, although only seven of its planned 20 Cavalier cruisers have yet reached completion.

Current diplomatic efforts focus on the Tellerian Cluster, where Hyperion Lines has considerable trading interests. Hyperion Interstellar Services has conducted raids on suspected Eli marauder bases within the Cluster, a technical violation of the Council of Worlds Agreement – except Hyperion was not a signatory of the document. This has caused some friction with the Trelyn Domain, at least officially, but few governments actively condemn actions to suppress piracy unless they somehow benefit from corsair activity. 'Strictly commercial' contracts between HIS and major Mayan shipping lines have led to lucrative deals to provide heavy escort support to Mayan merchant shipping. A clause in these contracts allows HIS to 'actively investigate and pursue' any attacks on Mayan assets, providing a way for Maya to overcome restrictions imposed by the Council of Worlds Agreement. The four Major Powers within the Tellerian Cluster have all expressed interest in contracted services from HIS to protect their shipping, a development that could result in separate HIS units coming into conflict with each other.

KAJAANI TRIUMVIRATE



The Kajaani Triumvirate is a splinter state of the Corellan League home to five billion people across 13 systems, many of which have been settled for nearly 2,000 years. Independent for the last four centuries, the Kajaani Triumvirate is led by the systems of Kajaani,

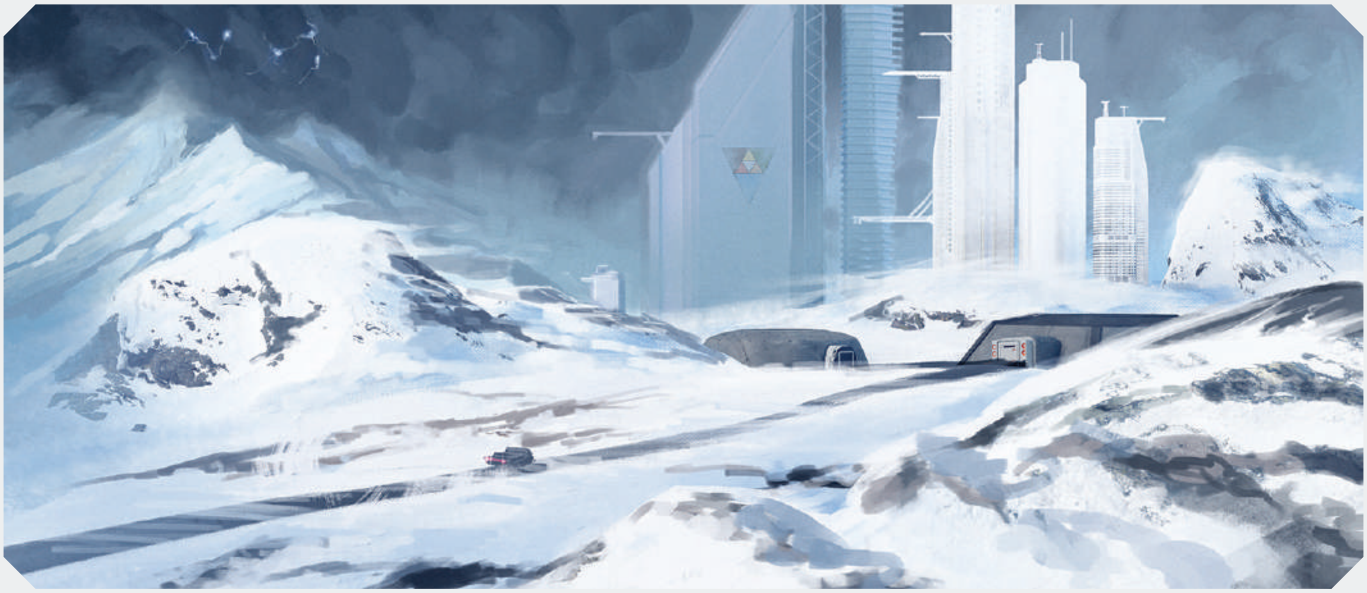
Eufalag and Tizayuca, and has become the main trade conduit between The Beyond and the rest of the Vanguard Reaches.

The independence of the Kajaani Triumvirate resulted from changes within the Corellan League after the end of the Aslan Expeditions. By the late 600s, a movement within the League was pressing for increased centralisation in the form of a federal structure for the League to better coordinate policies between systems. The leaders of Kajaani, Eufalag and Tizayuca were opposed to this tendency and, as it became clearer the Federalists were likely to prevail, in 705 the three governments simultaneously seceded from the Corellan League. They proclaimed the Kajaani Triumvirate as their own coordinating body separate from the 'distant influences of Corella and Centrum'. Ironically, the Federal Constitution of the Corellan League, although instituted in 732, failed a decade later, leaving the League with a weak confederate government. The Kajaani Triumvirate had by then evolved into a close federal structure dominated by the three founding worlds and expanded to include Rozennes, Waarshu and Pernikka as 'second-tier' members. The Triumvirate refused the opportunity to re-join the Corellan League and set an independent course to become the interface between the systems of The Beyond and those of the Vanguard Reaches, establishing diplomatic and trade links with the Altarean Confederation, Colonnade Province and the systems of the Diadem Main.

In 907 the icy moon Pernikka, home to more than half the Triumvirate's population, attempted to change the Triumvirate's constitution to become coequal with the founding members. When this effort failed, Pernikka pushed for equity among systems with more than one million inhabitants and a constitution more like the League's, an effort that also failed in 937. In 939 Pernikka seceded from the Triumvirate, an action ostensibly accepted by the other worlds who did nothing militarily but they imposed high tariffs on Pernikkan trade, crippling its economy. In 941 Pernikka collapsed into civil war. By 945 the warring parties agreed to a reconciliation and requested to re-join the Triumvirate with its old second-tier status. Although a large portion of Pernikka's population has antipathy towards the 'Big Three', the inhospitable world near the edge of settled space grudgingly accepts its status as the price of economic viability.

The Triumvirate faced few external threats beyond piracy until the rise of the Eslyat Magistracy. The Magistracy claimed the uninhabited systems of Jzar and Joshi in the 1080s with little reaction from the Triumvirate but the Eslyat occupation of the unpopulated world of Denmordan in 1092 caused a diplomatic furore. The Denmordan system lies only one parsec from Kajaani and Rozennes but was deemed uninhabitable after two failed colonisation attempts. While the Triumvirate was unwilling to go to war to reclaim a system it had not occupied, it nonetheless protested the move, increased its naval budget and constructed a new naval base at Rozennes, only the third such facility within the Triumvirate.

Despite Pernikka's effort, the Triumvirate retains its original structure. Kajaani, Eufalag and Tizayuca each appoint a consul who meet at Kajaani as co-heads of the Executive Triumvirate. The Grand Senate is composed of three senators from the first-tier worlds and two from each of the three second-tier worlds. It provides 'advice and consent' to the Executive and



appoints the five supreme judges who oversee the Triumvirate's court system. The other seven systems of the Triumvirate have no direct representation: Vlacq is a colony of the city state of Eszterhas on Eufalag, Gaddis is a colony of Kajaani, Corll is owned by a Tizayucan corporation, Gatrael, Etrinae and Nassiri have no recognised world government structure and Perveen is uninhabited.

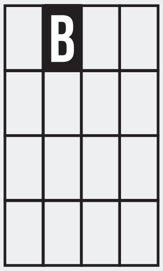
The Triumvirate provides common services to all member worlds, including a starport authority, system defence, paramilitary police force and a naval fleet with an associated marine force. Trade policies are coordinated by the Triumvirate and all trade within is free of tariffs and quotas.

Besides the local paramilitary troops and system defence forces, the Triumvirate Space Force (TSF) is the main military arm of the Kajaani Triumvirate. Historically, the TSF has focused on anti-piracy action, with its fleets predominately composed of escort- and corvette-sized vessels, with some larger frigates approaching 5,000 tons as its heaviest forces. The expansion of the Eslyat Magistracy has forced a strategic shift in TSF doctrine and the shipyards at Kajaani have laid down a number of 10,000, 20,000 and 50,000-ton cruisers; the first of these is now undergoing trials. The stated goal of the TSF is to match the tonnage of the entire Eslyat Magistracy by 1115. Although this is certainly within the Triumvirate's means, it is a major departure from previous doctrine and commentators wonder who will crew all these shiny new cruisers.

The Kajaani Triumvirate has historically been at peace with its neighbours. In 735 it became the first human state to establish an embassy with the Altarean Confederation and two years later it broke precedence by accepting a permanent embassy from the *Driantia Steblenzhtia*, the predecessor of the Zhodani Consulate Colonnade Province. The Triumvirate returned the favour with an embassy at Chyia Nedlkel in 739. Despite its break with the Corellan League, the Triumvirate re-established good relations with its former government after 742 and despite its continued independence it offers favoured trade status to Corellan merchants. The Triumvirate does not focus on rimward trade; while it has good relations with the Jarnac Pashalic, it takes no part in the Pashalic's conflicts with the Zydarians or Aslan. The Triumvirate maintains good relations with the Diadem Main systems but relations with the Hyperion League have deteriorated since Hyperion seized control of Enterprise – formerly Patina. Triumvirate merchants, often travelling with TSF escorts, range as far as the Tellerian Cluster and trailing fringe of the Fulani sector.

Current trade is strained by deteriorating relations with Harmony, which sits at the juncture of routes to spinward. An increase in berthing fees and harassment of vessels refuelling at gas giants has led to stronger TSF escort and patrol forces accompanying traders and an examination of alternate routes through Cabranidi towards Altarean space and through Erzurum towards the Diadem.

TELLERIAN CLUSTER



The Tellerian Cluster is not an interstellar government but a regulated conflict zone. The Tellerian Main was settled in the early 700s under sponsorship of Empress Margaret I of the Third Imperium to provide a bulwark against the Zhodani Consulate Colonnade Province. The effort faltered when direct support ended after Margaret's death in 736. Without guidance and funding, the major colonies were unable to agree on a joint policy or on control of the neighbouring inhabited systems.

The four worlds of Telleria, Ralnn, Orylla and Drien have been in intermittent conflict for three centuries, mostly over control of the rest of Tellerian Main. These Wars of Colonisation have disrupted trade throughout the coreward subsectors of the Vanguard Reaches and spawned disorder far beyond the Tellerian Main in the form of privateers and opportunistic corsairs and marauders.

In 1089, the neighbouring states of the Colonnade Province, the Trelyn Domain, the independent world of Maya and interested parties further afield ranging from the worlds of the Diadem Main to the Corellan League, forced a diplomatic summit on Telleria dubbed the Council of Worlds. The summit failed to end the wars or settle territorial claims but did impose an agreement binding the four major worlds of the Tellerian Cluster and the summit participants to limiting the conflict's effects on trade and upon neighbouring systems. The Council of Worlds Agreement imposed non-interference protocols and an arms embargo on the warring worlds and gained agreement on protecting neutral shipping across the 26 systems specified in the Agreement as the systems of the Tellerian Cluster, a zone covering all but four of the systems on the Tellerian Main.

Military and economic warfare between the four major worlds continues but trade has increased across the Cluster, much of it conducted by Mayan- and Hyperion-flagged merchants. While piracy from non-government actors such as the mysterious Eli remains a major concern, the interstellar forces of Telleria, Ralnn, Orylla and Drien promise protection for vessels travelling within their zones of influence – unless they are too busy fighting each other to intervene.

The Tellerian Main consists of 30 systems linked by jump-1 connections, of which 26 are considered by the Council of Worlds Agreement to be part of the Tellerian Cluster and subject to the Agreement's protocols.

Fourteen worlds within the cluster are disputed, a state that can involve everything from attempted – but often violated – neutrality to running fleet-to-fleet battles.

Although the Council of Worlds Agreement theoretically bans direct support to privateers, all four Major Powers are suspected of providing covert support to corsair groups. Additionally, the Eli marauder group is a constant threat to commercial traffic and seems to prey on shipping without favour or mercy to any party.

Of the four Major Powers, Telleria is the most populous and has the largest economy. In 710 it became the first world settled during Margaret I's initiative. As an industrial power near the centre of the cluster, the world gives the cluster its name. Telleria reminds its neighbours and all external powers of these facts in an attempt to exert dominance and as such is often in

Systems of the Tellerian Main

Name	Location	Statistics	Status
Andwella	1302	C588879-9	Not a Tellerian Cluster system
Balchik	1508	X345776-1	Thonane homeworld; interdicted
Cinhoss	1403	B8C056A-D	Owned by Maya; not a Tellerian Cluster system
Divrigi	1106	B525457-A	Disputed Control
Drien	1605	C8479E9-9	Major Power
Gospic	1509	D6565AB-7	Disputed control
Gyatsa	1307	A67A38D-B	Disputed control
Gyfetla	1309	D511438-8	Telleria allied
Gyrkyn	1406	C100635-A	Disputed control
Hakdisty	1408	E666101-8	Disputed control
Ilobasco	1709	B775577-8	Disputed control
Ineu	1807	E000300-8	Not a Tellerian Cluster system
Inhio	1210	D8B0434-9	Telleria allied
Jammu	1607	C679313-9	Drien controlled
Kahre	1203	D2117BB-8	Disputed control
Lenris	1505	B40056A-A	Orylla controlled
Necto	1206	C8587CA-8	Disputed control
Octava	1506	B697501-A	Disputed control
Orylla	1405	AA65946-A	Major Power
Perus	1706	C1007CA-A	Neutral world; port of entry
Ralnn	1105	A987855-A	Major Power
Ranese	1209	D956554-8	Telleria allied
Saant	1109	E5545AD-8	Disputed control
Spargel	1108	E310220-9	Disputed control
Stip	1004	E411305-A	Disputed control
Telborne	1708	D5657AB-6	Disputed control
Telleria	1308	A877944-A	Major Power
Vakuf	1005	C200515-A	Ralnn controlled; naval base
Xtus	1303	E422597-3	Veghu homeworld; not a Tellerian Cluster system
Zelos	1204	E868599-3	Disputed control

conflict with at least one of the other Major Powers. The few short-lived alliances between various Major Powers have always been anti-Tellerian.

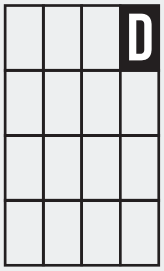
Ralnn is the least populous but most prosperous Major Power, with a technocratic government and very habitable environment. With close relations to the Mayan government, Ralnn presents itself as a peacemaker and promoter of trade, although it is often accused of supporting corsair bands – in the minds of some conspiracy theorists it is the power behind the Eli marauder band. Despite calls for free trade and self-determination among cluster worlds, Ralnn is heavily involved in supporting rebel groups on Kahre, Zelos and Necto. Ralnn has most often been in conflict with Telleria, with an 850 attack on the key system of Gyatsa and its genocidal outcome a lasting stain on its honour. Even after two and a half centuries relations with the Colonnade remain strained over the incident that caused the extinction of the Chirper population on Gyatsa.

Drien is the second most populous Major Power in the system. It is a strict religious totalitarian state based on the rule of the Prophets of Rauhe. These followers of a cult leader from Drien's early settlement years violently seized control of the world in 835 and remain in power, controlling all aspects of society in adherence to the edicts of the Book of Rauhe. Drien tolerates no other beliefs and has attempted to spread its religion to other worlds with limited success. Small cells of Rauhelites on other cluster worlds occasionally launch protests or attacks, although in many cases these 'attacks' have been proven to be false-flag operations staged by those worlds' governments in a bid to justify local security policies. Drien ships and troops may lag behind the other Major Powers in technical prowess but their fanatical devotion has led to pitched close-range battles with Oryllan and Tellerian forces at Octava, Gyrkyn and Gyatsa. Since 864 Drien has never formally been at peace with any of the other Major Powers, although it occasionally agrees to armistices. Nearly always in open conflict with Orylla, Drien only reluctantly signed the Council of Worlds Agreement after presented with an ultimatum from Maya and the Trelyn Domain.

Orylla is the fourth Major Power and often mentioned as an afterthought by outsiders as it is the second most prosperous, third most populous and most isolationist member of the group. A large world with significant mineral reserves, Orylla is aligned with Maya but its strong anti-psionic stance puts it at odds with the Colonnade, limiting overall influence with external powers. Orylla presents its military as a defensive force but it has previously engaged in raids directly targeting the worlds of Drien and Telleria. Its current leadership is both strongly anti-Ralnn and anti-Drien. This limits Orylla's efforts to be seen by outsiders as a moderating force in the cluster. The strong patriotic fervour and anti-offworlder sentiments of its citizenry contributes to its poor reputation.

There is always conflict somewhere within the Tellerian Cluster, whether direct confrontations between Major Powers, from their support of puppet governments and anti-government movements, or from raids by Eli marauders and other corsairs. Since 831 there have been 23 declared wars and an uncounted number of 'incidents' and 'crises' between the worlds. Civil wars rage on Kahre, Zelos and Necto. Only Perus and interdicted Balchik are recognised neutral systems. Although commercial traffic is theoretically protected from warfare, these restrictions apply only to the direct actions of the Major Powers. Maya, Hyperion, Trelyn and the Colonnade often employ escorts to accompany their merchant ships when venturing into the cluster. Independent operators who cannot afford mercenary protection enter the cluster at their own peril, falling prey to opportunistic raiders or Eli marauders. Despite its large population and diverse worlds, centuries of conflict have greatly limited development of the Tellerian Cluster and no one knows if peace will ever come.

TRELYN DOMAIN



The Trelyn Domain has become what the Tellerian Cluster failed to be: a bulwark from the Third Imperium to challenge Zhodani influence in the Vanguard Reaches. Founded by the Allarton Corporation and its chairman Ardesh Varen, the Trelyn Domain is a self-proclaimed Grand Duchy and an Imperial client state at the spinward extreme of the Third Imperium's influence.

The Trelyn Project began at Capital in the Core sector with the incorporation of the Allarton Corporation in 941. Its origins date back two centuries prior to the Tellerian Project of Empress Margaret I, which attempted to counter a growing Zhodani presence in spinward subsectors of the Vanguard Reaches. This earlier effort faltered from lack of interest and funding after Margaret's death and the Tellerian Cluster collapsed into incessant warfare, which has continued into current times. During the last years of Empress Margaret II's reign, her young grandson – the future Emperor Styryx – was influenced into supporting a fresh effort to counter the Zhodani threat as a way to distract the Consulate from aggression in the Spinward Marches. Ultimately, this goal was not achieved and Emperor Styryx abdicated in 989 as a result of his mishandling of the Third Frontier War but in the first decades of his reign he lent open support in terms of influence and Imperial Navy assistance to the fledgling Trelyn Domain.

Allarton's chairman, Ardesh Varen arrived at the world he christened Trelyn Vrra in 943 at the head of a convoy of ships carrying thousands of Allarton employees and their families. Varen carried with him a patent of nobility from Margaret II naming him Duke Ardesh of Trelyn. It was a life peerage, uninheritable and without an associated fief. Ardesh would need to make his own legacy.

The subsector now known as Trelyn was already inhabited by 943. Most surrounding systems with habitable worlds had been settled three centuries earlier, during the Great Pulse of migration from the Third Imperium. A few worlds had remanent populations from much earlier Vlazhdumecta settlers. The Droyne world of Bauxia was just two parsecs from Trelyn Vrra and the native Atrephari just four parsecs distant. Most of the Imperial-settled worlds were struggling from chronic underinvestment and failure of equipment they could no longer produce or maintain.

From his initial settlement on the inhospitable world of Trelyn Vrra, Varen – who quickly styled himself Grand Duke Ardesh of the Trelyn Domain, a title he would pass to his heirs – used the resources of the Allarton Corporation to provide technical assistance to neighbouring worlds in return for fealty. Following the Third Imperium's model of local autonomy represented by a domain noble and tariff-free trade, Ardesh set about increasing his domain. The first target was the neighbouring Dikwa system, home to a high population world whose brightening star had caused an ecological collapse. Balkanised Dikwa suffered from a struggle to secure its few remaining water resources with a crumbling technology base unable to support its billions. Warfare and disease were endemic among the oasis cities of the dying planet and millions were dying under a sky poisoned by the storm-blown residue of vanished seas. The Allarton Corporation arrived with relief supplies and equipment in 948 and within a few years had traded its technology and expertise for fealty to the Trelyn Domain. In 954 the grateful people of a reunited Dikwa renamed their world Varen's Planet in his honour and remain among the most enthusiastic supporters of the domain.

The next Allarton stabilisation project was in the neighbouring Coos subsector, where the Dysitin Empire was in full collapse. An offshoot of the Church of Stellar Divinity, the Dysitin Church was based on Dysitin Prime and had established subsidiary colonies at creatively named Dysitin II, Dysitin III and Dysitin IV. The ability to support these colonies or even interstellar travel was beyond the remaining local industry on Dysitin Prime. Even feeding its own people – grown to more than four billion over the centuries – was beyond the capabilities of Dysitin. The Empire possessed only five working starships, the youngest a second-hand corvette more than two centuries old. After establishing a base of operations on the inhospitable world at Coos in 955, the Allarton Corporation – actually, for arcane corporate reasons, its wholly owned subsidiary the Pan-Melesien Company – approached Norma IV, Prophetess-Empress of Dysitin, with a proposal, trading its decrepit imperial legacy for membership in the Trelyn Domain and survival of the Church of Dysitin on Dysitin Prime. The Empire joined the Trelyn Domain as a block in 959. The other three systems retained their Dysitin names, for the first decade as part of the agreement dissolving the Empire, later because none of the systems could agree on new names.

In 972 the Pan-Melesien Company repeated its success by bringing the Karelian Association into the fold. In 979 the world of Emerling joined. A separate subsidiary, the Artesian Company based at Yster, repeated the process in the Far Frontiers sector, eventually bringing aboard another 18 systems from the Mnemosyne and Jungleblut subsectors – notably high population Shadrai, Thars and Sorens – into the domain.

In 980, now-Emperor Styryx officially accepted the Trelyn Domain as an Imperial client state, the new ambassador bringing with her four surplus cruisers to cement the relationship. The ambassador arrived with news of the start of the Third Frontier War between the Third Imperium and the Zhodani Consulate but the cruisers did not see conflict against the Zhodani. As Ardesh was preparing his new fleet for commerce raiding into the Tellerian Cluster, the Eslyat, concerned over Trelyn's expansion, attacked Cozomel and Ellaris, triggering the First Eslyat War.

The first war with the Eslyat ended quickly, with Trelyn's cruisers winning the First Battle of Inchusela and agreeing to an armistice before the end of 981. The war did however prevent Trelyn from risking its fleet with offensive action against the Colonnade Province. The fleet maintained a defensive posture until the Third Frontier War concluded in 986. Styryx's abdication three years later ended overt support for Trelyn but by then the domain was well established.

In 994 Ardesh Varen died at Emerling of a virulent disease that became known as Emerling Plague. His son Khashla succeeded him as Grand Duke and Chairman of the Allarton Corporation. Khashla Varen took a hands-off approach to corporate affairs, surrendering the post of CEO to a professional business executive and ensuring outside board members had as much influence as the Varen family on corporate affairs. Grand Duke Khashla ruled as head of state, stabilising the borders of the Domain and negotiating treaties with neighbouring states. During his reign, Trelyn remained at peace with the Eslyat Magistracy. Khashla separated the military from the Allarton Corporation, transforming the firm's security division into the Royal Navy and Royal Marines, answerable to the Grand Duke and not the corporation or its subsidiaries. He left Allarton in control of the domain's starports and shipyards but placed their security under the purview of the Royal Navy and Marines. Although the domain maintains only seven official naval bases, it has deployed squadrons of fighters, system defence boats, monitors and corvettes in 34 other systems.

Khashla died in 1056, succeeded by his son Ashir. The Eslyat perceived Ashir to be weaker than his father and tested his resolve with an attack on Ellaris, followed by announcing they intended to annex the water world and sue for peace. Ashir responded with a forceful attack to dislodge the occupying force and followed up by first defeating an Eslyat fleet in the Second Battle of Inchusela and then leading his new battlecruiser force to attack Elliador itself. Facing a siege of their homeworld, the Eslyat began a tortuous face-saving negotiation that resulted in the Treaty of Elliador and returned borders to their pre-war status.

In 1080, Emerling Plague – under control for nearly a century with a retrovirus vaccination – mutated and spread throughout the world, crossing space to infect people in dozens of domain systems. Quarantine measures went into effect, limiting the spread, but this new strain proved resistant to treatment and managed to evade effective vaccination. Ashir placed Emerling under quarantine in 1080, shortly after his daughter and heir Shannara succumbed to the disease. Ashir himself suffered a milder infection and seemed to recover. He reluctantly extended the quarantine to the hard-hit worlds of Obykla, Voxarl and Quillon. Ashir died in 1082, officially of heart failure at the age of 71 but weakened by the disease and disheartened by his daughter's death. His younger child Laram became Grand Duke.

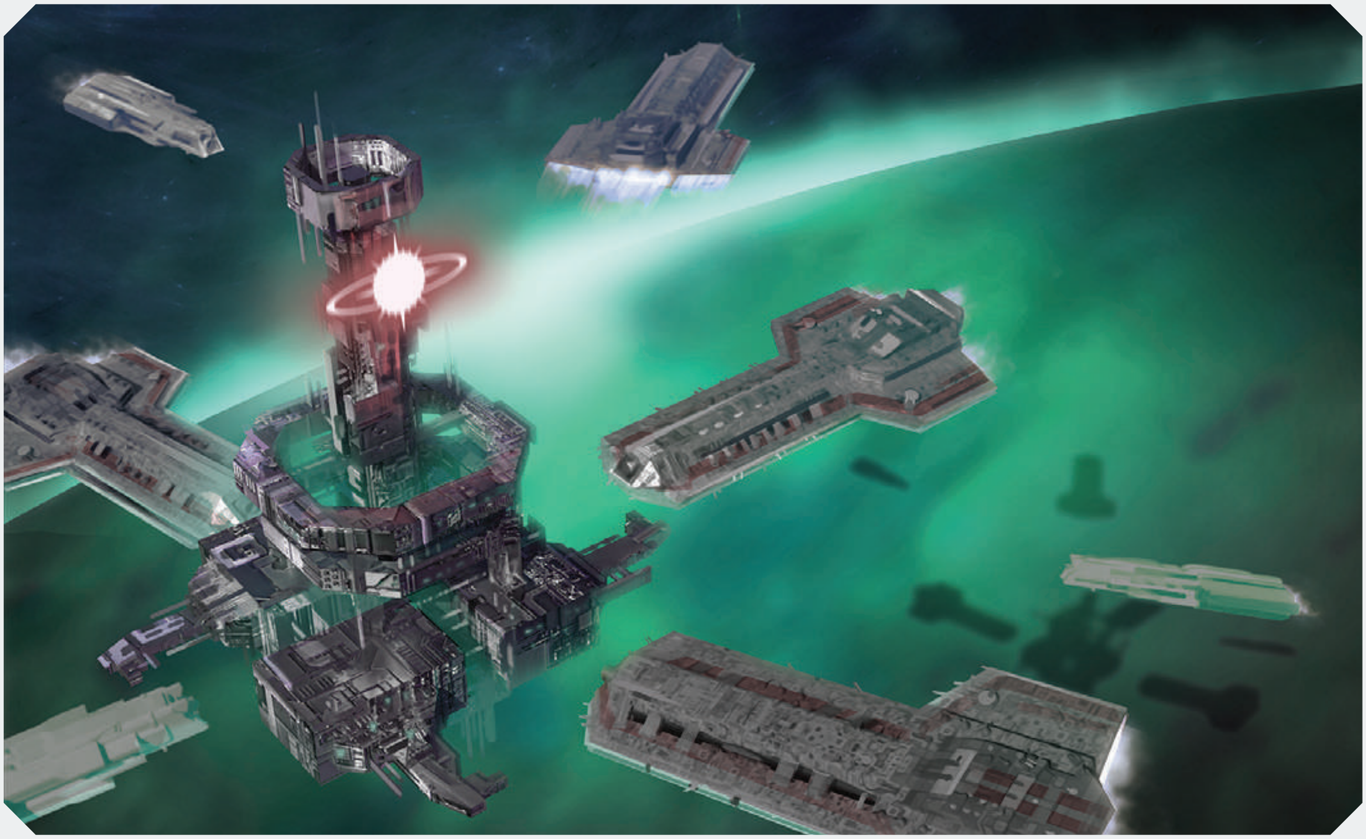
The Eslyat tested Laram as well, occupying the neutral uninhabited water world of Woonona in 1083. Laram responded by sending his Royal Navy to destroy the Eslyat presence at Woonona and followed up with the

inconclusive Third Battle of Inchusela, which ended with a Trelyn Royal Navy withdrawal in the face of a swarm of system defence forces. The Eslyat struck again at Ellaris but suffered a crushing defeat, ending the war with an amendment to the previous Treaty of Elliador that guaranteed the neutrality of the border systems of Woonona and Ras Sharbatat.

The Fourth Eslyat War resulted not from a change in Trelyn leadership but from a new Eslyat leader, Princess Cherlla Tegraci Tarf Selyin IX. Within months of her 1087 coronation the Princess ordered her forces to occupy both Woonona and Ellaris, and followed up with an attack on the Trelyn naval base at Natrosilo. The unprepared Trelyn forces barely won the Battle of Natrosilo but, after gathering forces, drove the Eslyat from the two water worlds, avoided the fighter swarms at Inchusela and jumped to Elliador itself, threatening bombardment. The new princess quickly agreed to an armistice that evolved into the 'Perpetual Peace' signed between the Princess and Grand Duke.

The Trelyn Domain consists of 52 systems with a population of 17.5 billion, mostly human. Approximately 10% of the Trelyn population, including nearly the entire population of Shadrai and Swyssylyn, are of Vlazhdumecta descent. Of the descendants of migrants from the Third Imperium, some 6% are Vargr and another 2% belong to numerous Minor Races. The 50 million Atrephari and their interdicted homeworld are technically members of the domain, represented by a human marquis who acts as their trustee. The Grand Duke rules the domain; his nobles – counts, marquises and barons – represent member systems in the Moot at Trelyn but they rarely rule the worlds within their systems. The Allarton Corporation and its subsidiaries control much of the commerce and industry within the domain, although they are technically prohibited from monopoly practices except in the operation of starports and the manufacture of starships. To comply with the terms of its still-valid Imperial charter, the Allarton Corporation is theoretically limited to operating in the Trelyn subsector, with operations in Coos run by its wholly-owned subsidiary the Pan-Melesien Company and operations in the Far Frontiers under the wholly-owned Artesian Company based at Yster.

The Trelyn Royal Navy – the TRN but normally referred to as the Royal Navy – is responsible for the defence of Trelyn systems and offensive operations in support of Trelyn interests. Technically, the Royal Navy consists of only the interstellar starships and their supporting naval bases. The Royal Defence Forces (RDF) provide security in systems with starports Classes A through D, both at the starport and in system at refuelling locations such as gas giants. The RDF does not provide on-site security for secondary settlements or



corporate outposts – those are the responsibility of local governments or corporate interests – although they may call upon the RDF or the Royal Navy for assistance if threatened or attacked. The Trelyn Royal Marines – TRM but normally Royal Marines – are a subsidiary force of the Royal Navy. Trelyn also maintains a separate Trelyn Royal Scouts – TRS or Royal Scouts – who are primarily surveyors and couriers, although they maintain an exploratory branch with its headquarters at Coos and an Interdiction Corps responsible for the protection of Atrephar and Huad Yai.

The Royal Navy's focus for the past century has been the threat of Eslyat expansion. As such, the fighting forces have become optimised to defeat a technologically inferior foe who concentrates on missile and projectile weaponry backed by swarms of fighter craft. The Royal Navy therefore focuses on manoeuvre and electronic warfare, aiming to defeat the enemy at range. The premier fighting vessels of the Royal Navy are battlecruisers, sacrificing armour for acceleration, emphasising particle beam weaponry to attack larger ships at a distance and beam lasers to defend against missiles and light fighters before they can close. The Royal Navy also provides escorts to merchant shipping in the Tellerian Cluster, a duty still necessary after the Council of Worlds Agreement, as corsairs and marauders continue to prowl the cluster's trade routes. Ironically, although the Trelyn Domain was founded to counter the Zhodani, the Royal Navy has never engaged the Colonnade Province's forces. The Eslyat attack prevented action during the Third Frontier War and the Fourth Frontier War was over before Trelyn could spare ships from the Eslyat border in the aftermath of the Third Eslyat War.

In reality the Trelyn Domain maintains good diplomatic relations with the Zhodani and their client states such as the Mnemosyne Principality. Considerable trade passes between the Trelyn Domain, Colonnade and Principality, and although psionics remains illegal in the domain, few governments actively repress psions and will generally allow them to exist if they stay below official notice. The domain maintains good relations with the nascent Hyperion League, although mostly at the corporate level, with the Allarton Corporation entering into joint ventures with Hyperion Lines to allow operations in the Hyperion and Diadem subsectors. Relations with the Corellan League are generally good – not from any great trading relationship but because both see the Eslyat as a threat. The Eslyat and the Duchy of Mapepire act as barriers to trade between Trelyn and Corella. The domain's relationship with Mapepire is tense, tainted by suspicion of Mapepire's support for corsair activity in the space between the two states – a condition also limiting trade between the two states. Contact with states further rimward and trailing are generally limited, although Trelyn maintains embassies as far away as Jarnac and Nakris. The Trelyn Domain's relationship with the Third Imperium is still that of a client state and the Imperium occasionally grants an old cruiser or two as a sign of its munificence, but no Emperor after Styryx has paid the domain much heed. Emperor Gavin granted a life peerage to Khashla as an Imperial duke but Paulo III conferred no such honour to Ashir.

APOLLO BATTLECRUISER

The Trelyn Royal Navy Apollo battlecruiser is optimised for combat against the forces of the Eslyat Magistracy. The ship emphasises speed over armour and focuses on long range engagement and protection against missiles and fighter at close range. While mostly built with TL12 components, its electronics are supplied and integrated by PMC Labs of Coos and represent top-of-the-line systems.

The ship's large particle accelerator can devastate Eslyat ships at range, while missiles, torpedoes and smaller particle weapons can begin the assault from further still. Capable of 7G acceleration, the Apollo can outrun what it cannot fight and run down any fleeing foe. A large complement of small craft normally includes a mix of heavy fighters, able to strike down more than their mass of Eslyat light fighter opponents and assault boats for boarding or landing actions. A large quantity of beam laser turrets and point defence batteries will destroy missiles that electronic countermeasures fail to neutralise and sandcaster turrets provide protection from laser fire to compensate for the lighter armour of the battlecruiser.

To increase production efficiency the Apollo hull, many of its interior components, its launch and recovery systems, plus its missile and sandcaster weaponry are produced at the Allarton shipyard at Varen's Planet. The shipyard at Trelyn Vrra produces the ship's engineering components and remaining weaponry and transports the components to Varen's Planet for installation. Finally, the electronics systems from Coos are installed and the ship is powered up for its first launch.

First introduced in the Fourth Eslyat War, the Apollo, with its advanced electronics and larger particle mount is quickly replacing the older Intrepid battlecruisers, although some Intrepids are receiving electronics package upgrades to remain in the fleet as second-line vessels still superior to their Eslyat opponents.

APOLLO-CLASS BATTLECRUISER

TL13		TONS	COST (MCr)
Hull	80,000 tons, Close, Reinforced	—	5400
	Radiation Shielding	—	2000
Armour	Crystaliron, Armour 6	6,000	1620
M-Drive	Thrust 7	5,600	11200
J-Drive	Jump 3	6,005	9007.5
Power Plant	Fusion (TL12) Power: 90,000	6,000	6000
Fuel Tanks	J-3, 8 weeks of operation	25,200	—
Bridge	Holographic Controls	60	500
	Command Bridge, Holographic Controls	80	750
Computer	Core/80 (primary)	—	95
	Core/70 (secondary)	—	80
Sensors	Improved x2	6	8.6
	Distributed Arrays x2	12	17.2
	Enhanced Signal Processing x2	4	16
	Countermeasure Suite x2	4	8
Weapons	Spinal Mount Particle Accelerator (TL12, 4DD)	12,600	4400
	Large Missile Bays (reduced size x3) x4	1,400	750
	Medium Particle Beam Bays x8	800	3200
	Medium Fusion Gun Bay x8	800	128
	Medium Torpedo Bays (reduced size x3) x4	280	36
	Particle Barbettes x140	700	1120
	Triple Turrets (long range beam lasers) x300	300	862.5
	Triple Turrets (sandcasters) x200	200	350
	Point Defence Batteries (type II) x10	200	100
Screens	Nuclear Dampers x20	200	200
Ammunition	Missile Storage (23,040 missiles)	1,920	—
	Torpedo Storage (1152 torpedoes)	384	—
	Sandcaster Storage (16,000 canisters)	800	—
Systems	Fuel Scoops	—	1
	Fuel Processor (12,000 tons/day)	600	30.25
	Advanced High Efficiency Batteries (Power 24,000)	400	80
	Repair Drones	800	160
	Barracks (150 marines)	300	15
	Brigs x4	16	1
	Armoury	65	16.25
	Briefing Rooms x4	16	2
	Medical Bays x9	36	18

Crew

Captain, Officers x92, Pilots x27, Astrogator, Medics x9, Maintenance x53, Engineers x168, Marines x150, Administrators x26, Gunners x498

Hull: 48000

Running Costs

MAINTENANCE COST

MCr3.890309/month

PURCHASE COST

MCr46683.71

Power Requirements

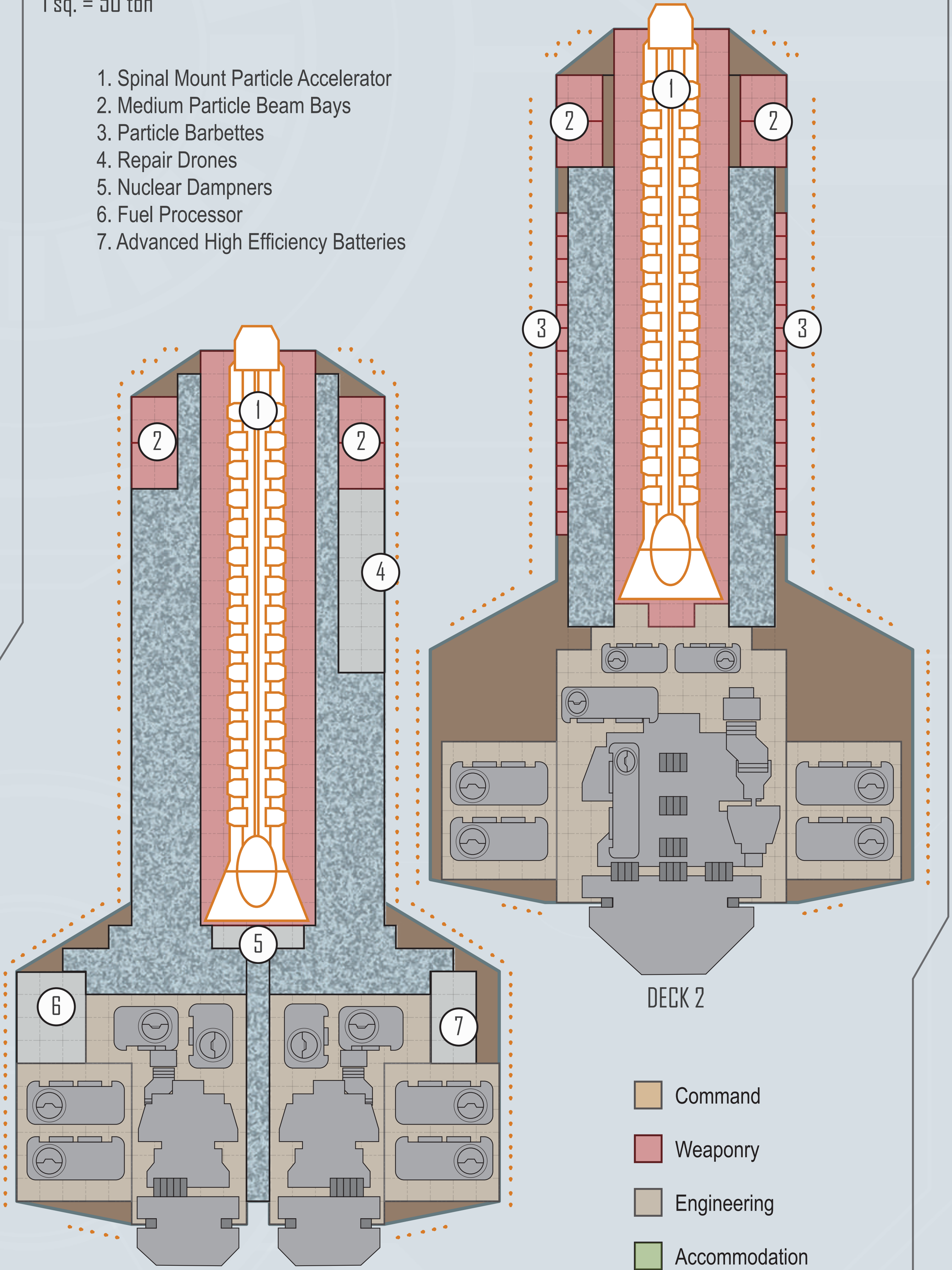
Basic Ship Systems	16000
Manoeuvre Drive	56000
Jump Drive	24000
Sensors	22
Weapons	12.020

	Training Facilities (50 personnel)	100	20
	Re-entry capsules x1,048	524	20.96
	UNREP System (1,000 tons/hour)	50	24.3
	Workshops x27	162	2.7
Craft	Launch Tube (50 tons)	500	250
	Recovery Deck (50 tons)	500	250
	Docking Spaces (50 tons) x20	1,100	275
	Full Hangar (200 tons)	400	80
Staterooms	Standard x522	2,088	261
	High x3	18	2.4
	Low Berths x50	25	2.6
Software	Manoeuvre/0	—	—
	Library	—	—
	Auto-Repair/2	—	10
	Intellect	—	1
	Evade/2	—	2
	Advanced Fire Control/2	—	15
	Anti-Hijack/1	—	6
	Battle System/2	—	24
	Broad Spectrum EW	—	14
	Electronic Warfare/2	—	18
	Launch Solution/3	—	16
	Point Defence/2	—	12
	Screen Optimiser	—	5
	Virtual Crew/1	—	5
Common Areas		525	52.5
Cargo		2,220	—

Apollo-Class Battlecruiser

1 sq. = 50 ton

1. Spinal Mount Particle Accelerator
2. Medium Particle Beam Bays
3. Particle Barbettes
4. Repair Drones
5. Nuclear Dampners
6. Fuel Processor
7. Advanced High Efficiency Batteries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DECK 2
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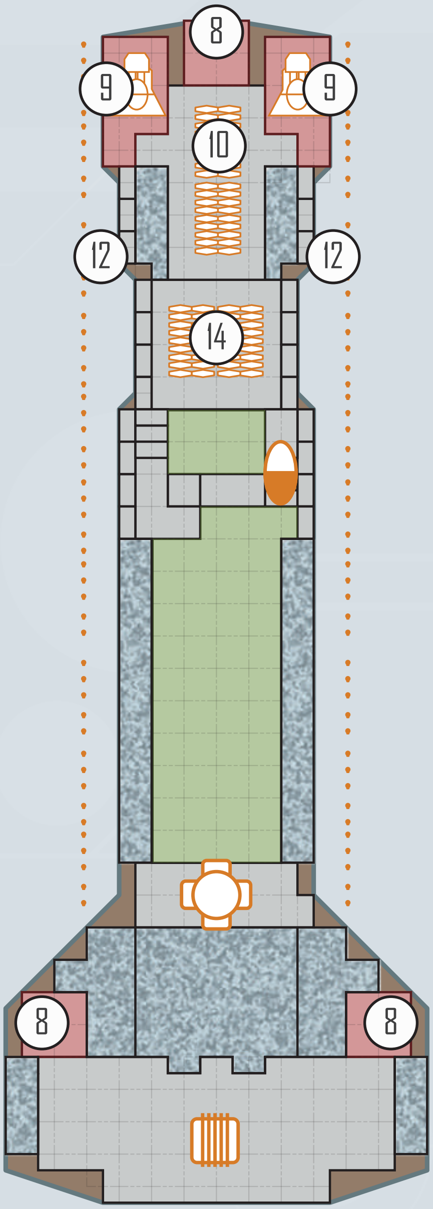
🟧 Command

🟥 Weaponry

⬜ Engineering

🟩 Accommodation

1 sq. = 50 ton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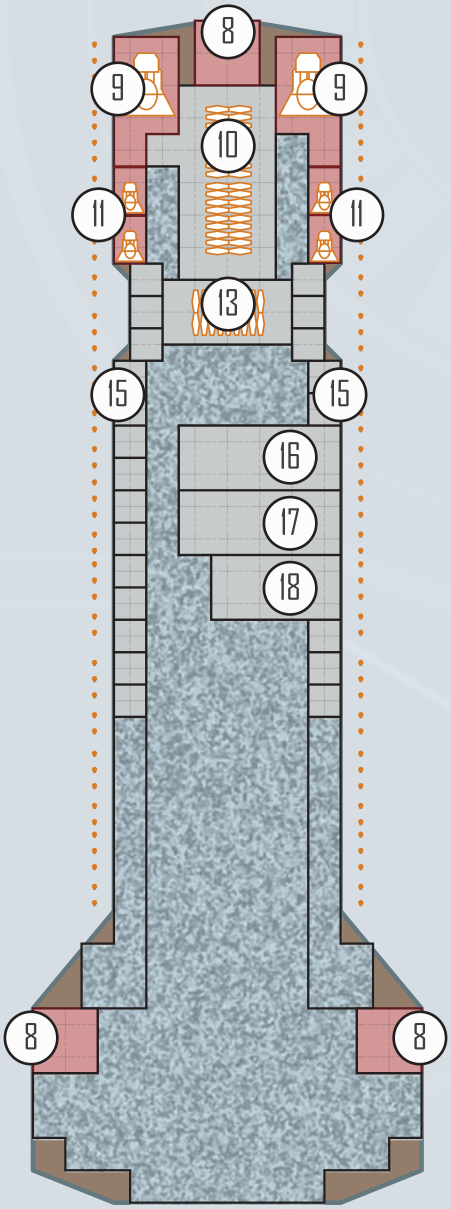
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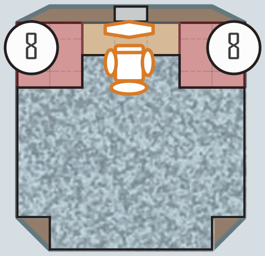
DECK 4



DECK 5

8. Medium Fusion Gun Bay
9. Large Missile Bays
10. Missile Storage
11. Medium Torpedo Bays
12. Point Defence Batteries
13. Torpedo Storage
13. Fuel Processor
14. Sandcaster Storage
15. Docking Spaces
16. Recovery Deck
17. Launch Tube
18. Full Hangar

ZHODANI CONSULATE COLONNADE PROVINCE

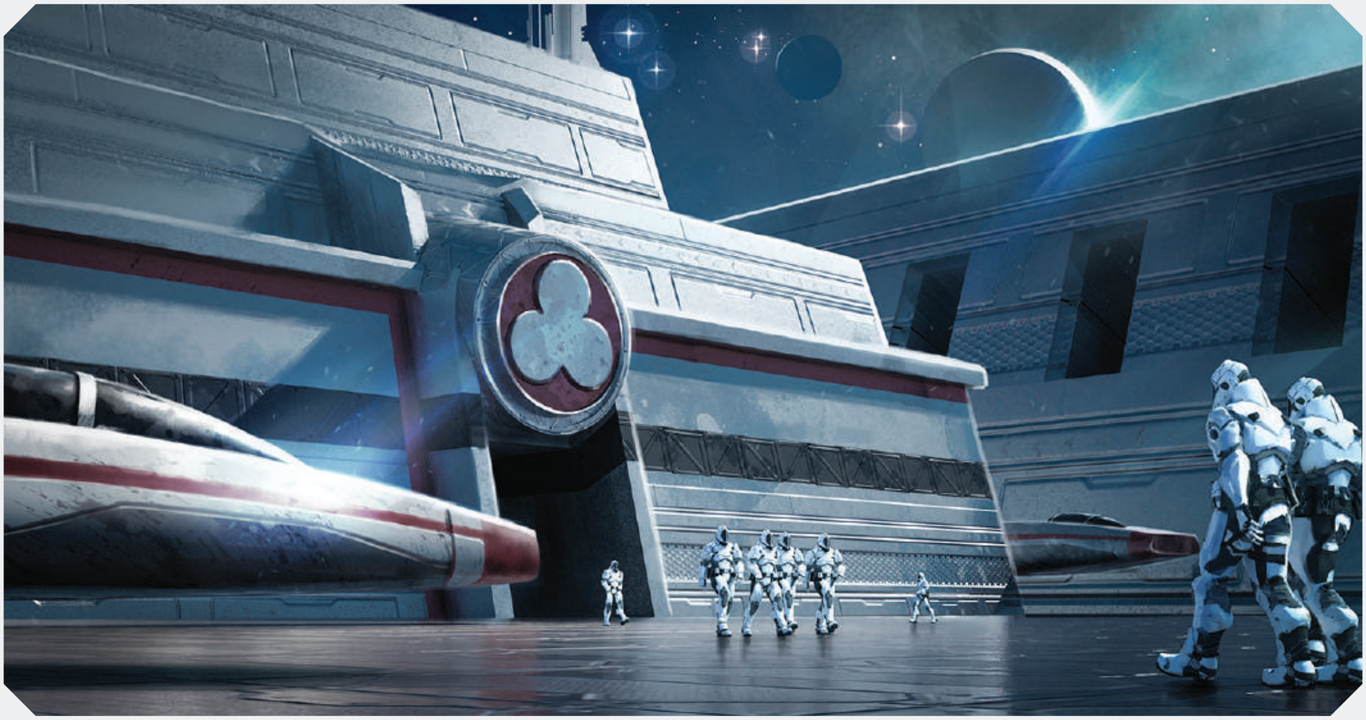
Still referred to as the *Driantia Steblenzhtia* or 'Vanguard Consulate' by most of its inhabitants, the Province is more than a Zhodani client state; it is a detached extension of the Zhodani Consulate, complete with Zhodani military bases and other governmental institutions. Covering 88 systems along the spinward subsectors of the Vanguard Reaches and coreward into the Wulfek subsector of the Far Frontiers, with a few outlying systems further spinward in the Yiklerzdanzh and Chtedria (Fulani) sectors, the Colonnade Province has a population of 45 billion, mostly humans of Zhodani or Vlazhdumecta descent. Descendants of Vilani and Solomani immigrants who arrived prior to 750 account for barely 5% of the population of the Province.

Early Zhodani and Vlazhdumecta settlers had occupied scattered worlds in the spinward regions of the Vanguard Reaches and Far Frontiers for thousands of years. The earliest well-document settlement in the Vanguard Reaches is at Zdodren – now Chyia Nedlkel – settled by Vlazhdumecta prospectors in -2950. This outpost eked out an existence in isolation until recontacted by the Zhodani Helix Nebula Expedition in approximately -2000 but Zhodani interest lay coreward and contact with the scattered Vlazhdumecta and Zhodani frontier settlements remained sporadic even after the Zhodani Great Rift Expedition passed through region around -1100 and established a permanent outpost at Dlieblafia.

What has evolved into the Colonnade Province began with the establishment of the Colonnade Administrative District (CAD) in 576, initially a loose federation to stabilise regions of the Far Frontiers and Vanguard Reaches in response to the arrival of the first colonists from Imperial space.

After the First Frontier War, the Zhodani Consulate increased efforts to block potential Imperial expansion by encouraging the colonisation of the spinward region of the Vanguard Reaches, leading to the establishment of the *Driantia Steblenzhtia* or in 626.

While the CAD was a loose federation that welcomed and incorporated immigrants from the Imperium, the *Driantia Steblenzhtia* – while initially notably tolerant of alternative forms of government and cultural innovations – was not open to immigrants not from the Zhodani Consulate or its client states. Over time, the policies of these two states became more aligned, rejecting non-Zhodani immigration and practices until the two states merged to become the current Colonnade Province in 879. Deviations from Zhodani norms – such as High Councillor Chyia Nedlkel's promotion of training non-Intendant Proles in the 600s – have long since ceased. By the time the Colonnade's capital moved from Chyia Nedlkel to Nielkladlief in 996, the Province was essentially Zhodani in territory and



outlook, although non-absorbed and protected worlds of 'Imperial' culture still exist within Colonnade borders. Conversely, the native Zhdianshe of Dablrel represent non-humans who adopted Zhodani culture and are accepted in mainstream Zhodani society.

The Colonnade is essentially a miniature version of the Zhodani Consulate and many residents consider themselves to be Consular citizens, just waiting for the greater Consulate to officially recognise their inclusion in the greater realm. Until such day, the region is ruled by its Provincial Council at Nielkladlief, with subsector councils at Chyia Nedlkel, Dlieblafia and Yavakrbi. The Province supports its own independent interstellar military forces, although Consular Navy vessels and liaisons often engage in goodwill visits and joint exercises. A Provincial Guard modelled on the Consular Guard focuses on psionically trained troops. A separate branch of the Tavrchedl' reports to the Provincial leadership at Nielkladlief but its practices are identical to those within the Consulate. As within the Consulate, only Nobles have the franchise and only the Nobles and those talented Proles promoted to Intendants are trained to use psionic powers.

The Province is not expansionist and has not fought any wars with its neighbours. Despite its initial purpose as a check on Imperial expansion and the Third Imperium's two attempts to counter that expansion by sponsoring settlements in the Andwella and Trelyn subsectors, neither the Third or Fourth Frontier Wars led to direct conflict between the Colonnade and the Third Imperium's proxies. The Province's major military concern is the continued warfare and lawlessness in the Tellerian Cluster and the Provincial Navy's major role is to provide escort support to commercial traffic within the cluster. Major Provincial fleet elements mostly remain within the Province's borders, occasionally engaging in patrols up to 10 parsecs further to show the flag or discourage lawless activity. The Provincial Navy also engages in some exploratory efforts, mostly to spinward and to support a few scattered Zhodani and Vlazhdumecta settled systems that stretch across the Chtedria (Fulani) sector, nearly into the Shiants (Astron).

The Colonnade maintains good relations with all other states in the Vanguard Reaches. Close contact with the Murian Altarean Confederation has existed since the earliest days of the CAD. The return of Zhodani citizens after the misjumped *Brenchrodl Rits* arrived at Elliador has engendered good relations with the Eslyat Magistracy despite the race's sometimes aggressive expansion. Although 'Imperials' of Vilani and Solomani descent are no longer welcomed to settle within the Province, the 'Imperial' states, from Telleria to Hyperion, the Diadem and even the Trelyn Domain maintain good relations with the Colonnade. Contact further afield with the Corellan League, Kajaani Triumvirate and Jarnac Pashalic are hampered more by distance than distaste and Triumvirate trade expeditions are regularly welcomed at Yavakrbi. The Colonnade Province has achieved its founding goals to spread Zhodani civilisation to the *steblenzhtia* or 'vanguard' region and block further Imperial expansion to spinward. Its citizens mostly look forward to the day when the Consulate recognises them as full members of Humaniti's oldest interstellar state.

ORGANISATIONS OF THE VANGUARD REACHES

In addition to governments and Hyperion Lines – which is effectively a government – other organisations in the Vanguard Reaches have an influence on events beyond their home system or area of operation. Both Portmanteau Shipping Services and the Diadem Trade League are influential across the Diadem Main but neither can claim the scope and breath of either Hyperion Lines or the Allarton Corporation. The Institute for Geophysical Studies spreads both knowledge and Tiffanye's culture throughout the sector but provides no corresponding political influence and finally the Eli are a disruptive force to trade across the Tellerian Main. Other organisations, commercial and non-governmental, have more localised influence in a sector that lacks an overall centralising influence and have little ability to affect societies beyond a limited region.

ALLARTON CORPORATION

The Trelyn Domain has been described as a front for the Allarton Corporation. This claim is not strictly false but it is more accurate to say that the Allarton Corporation is the mechanism by which the Trelyn Domain came into being and the foundation upon which its economy rests. The Grand Dukes of Trelyn maintain ultimate control of both entities but over the past century they have evolved in separate sources of power.

The Allarton Corporation is an Imperial chartered corporation, founded and incorporated in the Third Imperium's Core sector on Capital itself in 941. Its articles of incorporation listed a number of prominent shareholders, including soon-to-be-Emperor Prince Styryx and the financial giant Hortalez et Cie. The Allarton Corporation was the brainchild of Ardesh Varen, Chairman, CEO and major – but by no means majority – shareholder. The charter specified that

Allarton Corporation's purpose was to develop the subsector – which the charter renamed as Trelyn – as a pro-Imperial buffer to Zhodani expansion in the Vanguard Reaches. This was once the purpose of the failed Tellerian colonisation effort two centuries earlier but Varen and Prince Styryx believed a more rigorous and centrally controlled corporate effort would have a greater chance of success.

Ardesh Varen received a lifetime service ennoblement of duke from Empress Margaret II. Setting out from Capital, he arrived at Trelyn Vrra in 943 at the head of a fleet of colonisation and factory ships. After spending five years establishing an outpost on the inhospitable planet and surveying the surrounding systems, an Allarton fleet set off for the neighbouring system of Dikwa, soon rescuing the world from its spiral of decline.

Hoping to repeat this success on additional systems, Varen sent a fleet to assist the faltering Dysitin Empire in the neighbouring subsector, now named Coos. While not prohibited from doing so by its charter, the purpose of the Allarton Corporation was clearly spelled out as dedicated to the development of the Trelyn subsector, not any others. A number of shareholders – notably Hortalez et Cie – objected to the expansion, causing Varen to form the Pan-Melesien Company in 955 with himself as majority shareholder. Through some financial gymnastics, he made this new company a subsidiary of the Allarton Corporation dedicated to the development of Coos after Pan-Melesien set up an outpost.

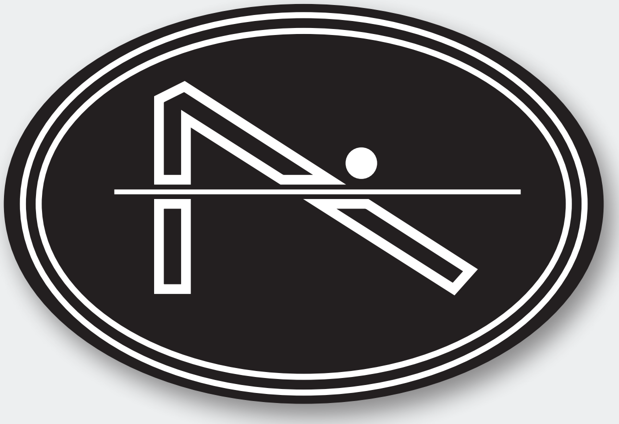
Once Karelian joined the Trelyn Domain, the Pan-Melesien Company set up subsidiary offices to control trade with the Tellerian Cluster. A similar financial manoeuvre created the Artesian Company in 979, with a focus on developing worlds in the Far Frontiers from its base on Yster.

Ardesh Varen died in 994, leaving his son Khashla to succeed him as Grand Duke and Chairman of the Allarton Corporation. Focusing on his role as head of state, not CEO of Allarton, Khashla Varen surrendered the post of CEO to a professional business executive and dissolved the Allarton Corporation Security division to form the Trelyn Royal Navy and Royal Marines. Allarton remained in control of the Domain's starports and shipyards.

Imperial interest in the Trelyn Domain declined after Styryx's abdication in 989 and in 1060 Ardesh's grandson Grand Duke Ashir bought out Imperial shares in Allarton from Emperor Paulo III at what was reported to be a considerable premium.

The Allarton Corporation and its subsidiaries remain the dominant economic power in the Trelyn Domain. In theory, Allarton is prohibited from monopoly practices, except in ownership and operation of starports and shipyards. However, its considerable financial power as effectively the reserve bank of the Trelyn Domain and the largest lender within its borders gives the corporation a competitive advantage in its trading and development operations. More than half the commercial ships registered in the Trelyn Domain are owned wholly or in part by the Allarton Corporation or its subsidiaries and most of the rest owe their mortgages to banks ultimately controlled by Allarton. Joint ventures with Hyperion Lines and various Mayan corporations stretch Allarton's influence across most of the middle of the Vanguard Reaches and into the rim-trailing quadrant of the Far Frontiers.

Allarton's reach stretches across all sectors of the Trelyn economy, dominating construction, healthcare, logistics and a broad range of services beyond the financial sector. Across the Domain's worlds and beyond, the oval with mixed Vilani and Galanglic 'A' logo is present on everything from fast food to hospice centres.



Allarton Corporation

DIADEM TRADE LEAGUE

The systems of the Diadem Main are a collection of independent worlds with competing interests and little desire to form a cohesive union. The expansion of the Hyperion League, especially its annexation of Assoulda on the main, has challenged this independence and caused some systems to consider the benefits of a more closely aligned policy, at least on economic matters. The systems with the greatest interest in this coordination are the major worlds of Baixing and Tiffanye, and the high-tech worlds of Haapamaki and Nashua. Boreal and Circulus are indifferent to the idea of broader economic cooperation and Castrum is hostile to outside interests of any kind.

The Diadem Trade League grew out of the Diadem Trade Council established at Baixing in 984 as an effort to coordinate activity between Baixing and Circulus for the operation of the starport complex at Velva and between Baixing, Tiffanye and Circulus over access to Baixing's starship shipyards. Further cooperation faltered after Baixing made clear it had no interest in sharing operations at its ports in Aubusson, which controlled trade from the Harmony subsector.

The Council met every standard year at Baixing, accomplishing little from a policy standpoint, although its research staff compiled the Diadem Main Register, a comprehensive study of trade and economic statistics for all the worlds of the main and associated systems such as Aubusson and Velva.

The growing power of Hyperion Lines and concerns over Harmony's influence over warring parties on Erzurum led to renewed interest in at least discussing a more coordinated trade effort. The resulting Conference of Baixing in 1054 led to the formation of the Diadem Trade League, a strengthened organisation for coordinating internal and external trade policies, including a reduction or elimination of most internal tariffs. The Conference also led to the formation of the League-run Vanguard Reaches Security Exchange – or VANREX – and the establishment of a common trading currency, the Diadem Credit, although individual systems retained their own currencies for internal transactions.

Disagreements between Circulus and Baixing over foreign policy – specifically approaches to managing Harmony – prevented further political integration, although both worlds agreed to strengthen defensive measures at Velva. The Conference of Baixing also marked the rise to power and influence of Sharik Vanbruenig-Zhou, who used new provisions aiding corporate consolidation and trans-system investments to grow Portmanteau Shipping Services through mergers over the following two decades.

With Hyperion Lines orchestrating the formation of the Hyperion League and encouraging the annexation of Assoulda, the threat of outside interference in the economic health of the Diadem Main has increased. The countering rise of Portmanteau Shipping Services has both strengthened economic cohesion and caused a backlash from Circulus and Boreal, who fear domination by Baixing and its interests at the expense of local authority.

The Diadem Trade League continues to operate out of Baixing, occupying an elegant module of Whitestar Highport. It is still a 'coordinating body' mostly concerned with tariffs and economic statistics but the annual League Summit has attracted more attention, with heads of state attending as often as financial ministers. The League's main accomplishment has been the elimination of nearly all internal tariffs and increased access by League members to the mostly Portmanteau-owned shipyards of Baixing, Haapamaki and Aubusson. The growth of companies trading on the VANREX and their use of the Diadem Credit are also indications of the Trade League's success.

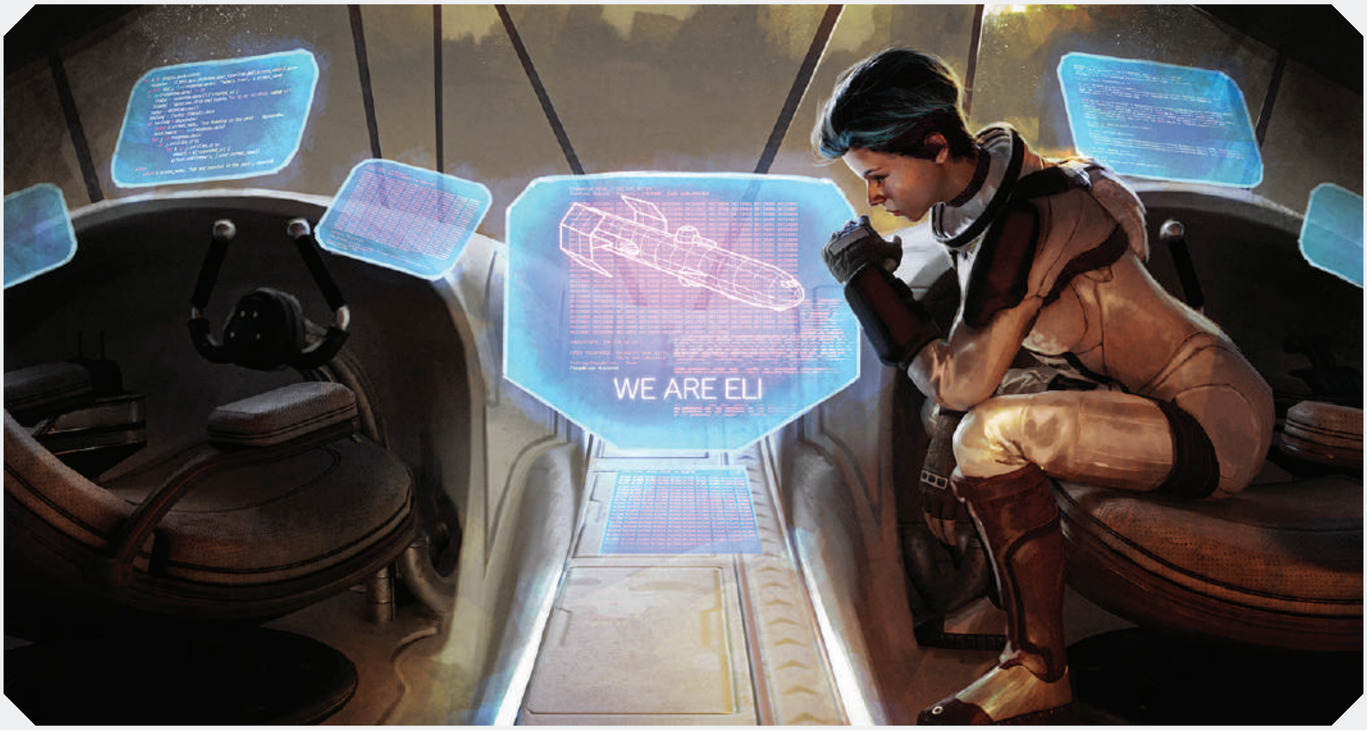
Still, the future of the League remains in doubt. It may continue in its present state indefinitely but actions by Hyperion or Harmony could prompt the organisation to take further coordinating measures such as joint political or military action, or those actions and local interests may cause the League to become little more than a statistics bureau and financial clearing house.

ELI

The Eli are the plague of the Tellerian Cluster. The cluster suffers from many dangers – most from the four Major Power combatants themselves – but after the signing of the Council of Worlds Agreement in 1089, Telleria, Ralnn, Orylla and Drien have all pledged to avoid attacks on neutral shipping, exempting transiting vessels from the dangers of their overt military actions such as commerce raiding. The agreement also restricts the four powers from taking actions against unaffiliated parties in general. This also limits their ability to combat and pursue independent raiders. While outside parties such as Hyperion, Trelyn and Maya often provide escorts to merchant vessels within the Tellerian Cluster, these escorts usually make little effort to pursue or eliminate anything but direct threats to their charges. Trelyn, Zhodani and Mayan escorts are prevented by the Agreement from offensive action within the cluster. In this environment, hidden corsair bases and pirate vessels in transit are generally safe from military action.

Many groups and individual ships have taken advantage of the lawless conditions beyond the mainworlds of most systems along the Tellerian Main. Most of these are short-lived threats, eventually making mistakes that bring their elimination or making scores large enough for a comfortable retirement but the Eli are a different level of threat, even if none can exactly agree on what they are.

The term Eli was first reported in 1064 by the *Rotarian*, a merchantman escaping an ambush in the Divrigi system. Before making an emergency jump to Ralnn with missiles incoming, *Rotarian's* captain asked, 'Who are you?' to which came the reply, 'I am Eli'. In 1065, a merchant crew and passengers were held hostage, seized by corsairs in the Octava system. Their captors declared, 'We are Eli'. The Octava Eli group included at least two Vargr among their number, although the identities of all were obscured by vacc suits and combat



armour. Since 1064, more than 120 documented incidents of piracy have been attributed to a ship or group of ships identifying themselves as 'We are Eli'.

No ships self-identified as 'Eli' have been captured, although four have been destroyed and two presumed destroyed, falling into a gas giant at Zelos. With no actionable intelligence available – at least to the general public – various theories about the origin and scope of the Eli have circulated over the past 40 years. Some claim there are no Eli, just a generic pseudonym used by unaffiliated marauders for intimidation and anonymity. Others claim the Eli are in the pay of one or another Tellerian Cluster Major Power, or perhaps supported by the Duchy of Mapepire.

Unlike most opportunistic pirates, the Eli do not use converted civilian ships in their attacks, although some captured ships have been seen in an auxiliary role, collecting booty or prisoners, or perhaps performing resupply. Instead, Eli ships are corvette- and frigate-class starships, ranging in size from 200–1,200 tons, although most are in the 400–800 ton range. Ships ranging from Mapepire Vipers to Vargr corsairs to Imperial-designed corvettes, close escorts and mercenary cruisers have claimed to be Eli. Lately, ships of an unknown design have begun to appear, suggesting a clandestine shipyard. The attacking ships will demand surrender by intimidation and firing warning shots from a position of strengthen, promising mercy to surrendering crews and threatening death to those who resist. The Eli will seize captured ships and ransom important prisoners. Repatriated prisoners often reappear in a hibernation state, sometimes left floating in space in vacc suits. Some will arrive at a port in low berths aboard a legitimate ship after being transferred cold with forged paperwork. Occasionally, a previously captured merchant vessel will appear in-system, with prisoners either in cold sleep or drugged hibernation. The appearance of these 'sleeper ships' from previous raids is the best evidence pointing to the Eli as an actual band of corsairs, rather than a generic front for independent operators. All recovered vessels have logs and computers expertly wiped, overriding transponder failsafes, indicating sophisticated technical expertise.

The Hyperion Interstellar Services (HIS) mercenary unit has tried to locate Eli bases or mustering points without success. Utilising Q-ships, they have had some success countering Eli attacks but the marauders will quickly break off from any dogged resistance, in two instances scuttling their own ships in retreat. The discipline shown in these engagements leads observers to suggest a professional sponsor or at least a former military association for the Eli but this is just speculation. If Hyperion or any of the Tellerian Major Powers have intelligence on the origin or affiliation of the Eli, they are keeping it to themselves. Some have even accused Hyperion of sponsoring the Eli, noting the HIS's willingness to escort third party ships through the Tellerian Cluster for a hefty fee.

INSTITUTE FOR GEOPHYSICAL STUDIES

The preeminent scientific organisation in the Vanguard Reaches is the Institute for Geophysical Studies (IGS) of Tiffanye, which sponsors archaeological, anthropological and xenopological expeditions and planetary exploration by leading scientists, lay organisations and wealthy patrons. Founded in 924, the IGS is the most famous institution linked to Tiffanye. It is a private, member supported organisation funded by donations, grants and subscriptions and fees generated by its media empire, including science and exploration-themed series and several showcase museums on Tiffanye.

IGS operations are part science, part education and part entertainment. The organisation maintains a staff of both science and media personalities, and has a fleet of exploratory vessels engaging in expeditions, mostly within the Vanguard Reaches but some ranging 50 or more parsecs from Tiffanye. Some of these expeditions are research focused, others more guided tours for wealthy patrons and more are media vehicles in support of series or specials. Much of the IGS's work focuses on softer sciences, including descriptive xenology and sophontology but serious work in physical and life sciences occurs on some focused expeditions. While the abortive IGS expedition to Goblin's Planet in The Beyond might be more famous, the work of the IGS exploration base on the habitable moon Damrong investigating ancient stone age ruins has garnered serious scientific results.

Both Hyperion and Harmony have accused the IGS of operating spy ships in their territories and IGS vessels in the Tellerian Cluster have come under fire from multiple factions – including the Eli, who held one ship's crew hostage in 1099 – but Tiffanye's Collective denies funding more than specific scientific research projects and providing a basic stipend available to all qualified non-governmental agencies.

The Baixing-built IGS fleet includes a few large Discovery vessels but most of its starships are variations of the 400-ton Explorer science vessel, capable of supporting 20 people on an extended expedition and equipped with a runabout for short-term investigations.

IGS EXPLORER SCIENCE SHIP

The Institute for Geophysical Studies (IGS) of Tiffanye is as much known for its media empire and patron tours as serious scientific expeditions. The commonality between these infotainment programmes and detailed scientific investigation is the Explorer science ship, equipped to take five or more scientists or up to eight well-heeled patrons on interstellar excursions in relative comfort.

Manufactured on Baixing to IGS specifications, the Explorer ships are state-of-the-art for the Diadem Main. Although not equipped with the most advanced sensors and equipment available to the Third Imperium, they are more than adequate for the planetary biome surveys, cultural studies and archaeological digs comprising the bulk of IGS expeditions. An advanced computer system can handle most ship functions autonomously, often with the assistance of robotic staff. A plant-filled biosphere atrium provides both comfort and life support for up to 20 personnel on extended journeys and the crew includes a dedicated steward to ensure a comfortable journey. The IGS maintains stringent recruiting qualifications for its ship's crew. Duty aboard an IGS ship is a prestige position normally filled by experienced veterans with civilian and military backgrounds from across the Vanguard Reaches.

The ship's bridge includes wide display windows and extra sensor stations for science operations. Five laboratories with extensive automated support are supplemented by an advanced library and a conference room. The medical bay is adjacent to the multi-environment spaces and low berths, allowing as much scientific as medical functionality for those compartments. While the starship is perfectly capable of atmospheric operations and surface landings, many day-to-day outings or hazardous explorations are handled by the ship's runabout. If operations are too dangerous for even an autonomous mode runabout, the ship is equipped with multiple advanced probe drones. Some vessels add missile racks to the fixed mount to support long range probe drones.

IGS Explorer ships have been in service since 1057, replacing the older Patron ships, which were basically modified Type-K safari ships. Some older Explorer ships have been retired and three have been sold to private parties but 37 remain in IGS service, with orders for another nine confirmed over the next three years.

IGS RUNABOUT

The Institute for Geophysical Studies (IGS) maintains a number of starships for scientific and patron expeditions, equipped for planetary operations but local conditions often preclude landings by large vessels. Additionally, sub-expeditions or 'day trips' do not require the full vessel to conduct. The Runabout is equipped with protective armour and radiation shielding to operate in more hostile conditions than the main vessel and has more powerful engines, allowing faster transit to points of interest. For hazardous operations, or in emergencies that incapacitate the Runabout's pilot, the ship is capable of fully autonomous flight operations.

The standard configuration has two bridge stations and a passenger compartment designed to support four passengers for a potentially multi-day excursion with more than five tons of cargo space for equipment or local vehicles. Additionally, a short-term transfer version of the Runabout is available, supporting 20 passengers for up to a full day. A straight cargo version can carry 11 tons. A Runabout can be reconfigured between these configurations in a full hangar.

IGS DISCOVERY SCIENCE SHIP

The Institute for Geophysical Studies (IGS) commissioned six Discovery science ships in 1084 to support larger scientific expeditions and showcase excursions for elite patrons. *Discovery*, completed in 1089, was the first of these, outfitted with a xenology operations suite to support up to 16 scientists working in the field. In many ways an upsized version of the Explorer, supporting up to 60 crew, scientists and passengers, the Discovery is actually less flexible than the smaller ships. Each vessel is customised to a particular field or research, with the *Revelation* focused on archaeology, the *Visionary* on stellar science, the *Inquiry* on planetology and the *Endeavour* and *Intrepid* on exploration and stellar phenomena. Four more as yet unnamed and specialised Discovery starships were ordered from Starworks Yard on Baixing in 1103; at least one of these is to be configured as a patron-focused educational ship with additional accommodations and minimal lab space.

IGS RUNABOUT

TL12		TONS	COST (MCr)
Hull	20 tons, Streamlined	—	1.2
	Radiation Shielding	—	0.5
Armour	Crystaliron, Armour 4	4	0.24
M-Drive	Thrust 4	0.8	1.6
Power Plant	Fusion (TL12), Power: 15	1	1
Fuel Tanks	40 weeks of operation	1	—
Bridge	Holographic Controls	3	0.625
Computer	Computer/15	—	2
Sensors	Military Grade	2	4.1
Weapons	Fixed Mount	—	0.1
Systems	Fuel Scoops	—	—
Staterooms	Cabin Space x4	6	0.3
Software	Manoeuvre/0	—	—
	Library	—	—
	Intellect	—	1
	Virtual Crew/0	—	1
Cargo		5	—

Crew

Pilot

Hull: 8

Running Costs

MAINTENANCE COST

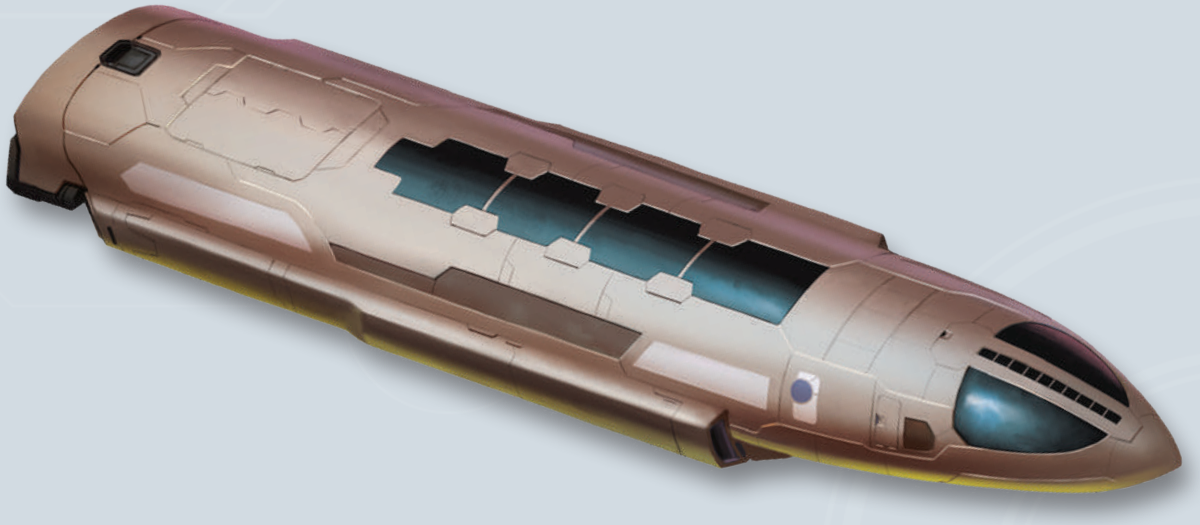
Cr1139/month

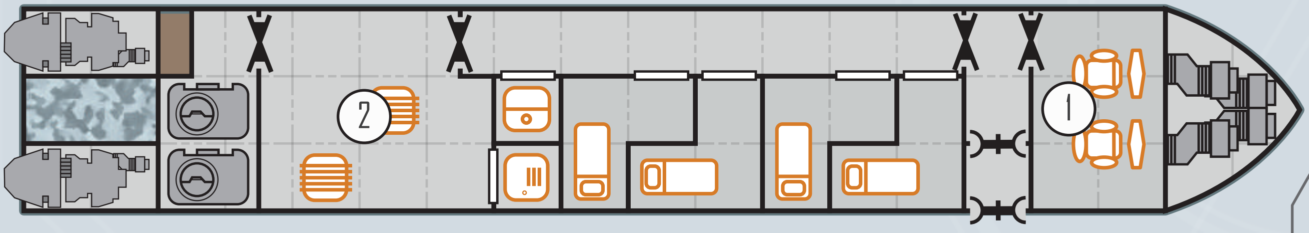
PURCHASE COST

MCr13.665

Power Requirements

Basic Ship Systems	4
Manoeuvre Drive	8
Sensors	2





1. Bridge
2. Cargo Bay

IGS SCIENCE SHIP

CLASS: EXPLORER

TL12		TONS	COST (MCr)
Hull	400 tons, Streamlined	—	24
M-Drive	Thrust 2 (reduced size x2)	6.4	16
J-Drive	Jump 3	35	52.5
Power Plant	Fusion (TL12), Power: 180	12	12
Fuel Tanks	J-3, 13 weeks of operation	124	—
Bridge	Holographic Controls	20	2.5
Computer	Computer Core/40 (primary)	—	45
	Computer Model/15 (backup)	—	2
Sensors	Improved	3	4.3
	Life Scanner	1	2
	Sensor Stations x2	2	1
Weapons	Single Turret	1	0.2
	Fixed Mount	—	0.1
Systems	Fuel Scoops	—	—
	Fuel Processor (60 tons/day)	3	0.15
	Advanced High Efficiency Batteries (Power 120)	2	0.4
	Multi-Environment Space	12	—
	Multi-Environment Space Equipment	1	0.5
	Advanced Probe Drones x20	4	3.2
	Biosphere	10	10
	Briefing Room	4	0.5
	Library	4	4
	Laboratories x5	20	5
	Medical Bay	4	2
	Workshop	6	0.9
Craft	Docking Space (20 tons)	22	5.5
	IGS Runabout	—	13.665
Staterooms	Standard x16	64	8
	Low Berths x10	5	0.5
Software	Manoeuvre/0	—	—
	Library	—	—
	Jump Control/3 (backup)	—	0.3
	Intellect	—	1
	Virtual Crew/0	—	1
	Science (general)	—	25
	Mentor/3	—	4
	Research Assist/2	—	3
	Planetology/2	—	3
Common Areas		16	1.6
Cargo		18	—

Crew

Captain, Pilot, Astrogator, Medic, Engineers x2, Steward, Scientists x5

Hull: 160

Running Costs

MAINTENANCE COST

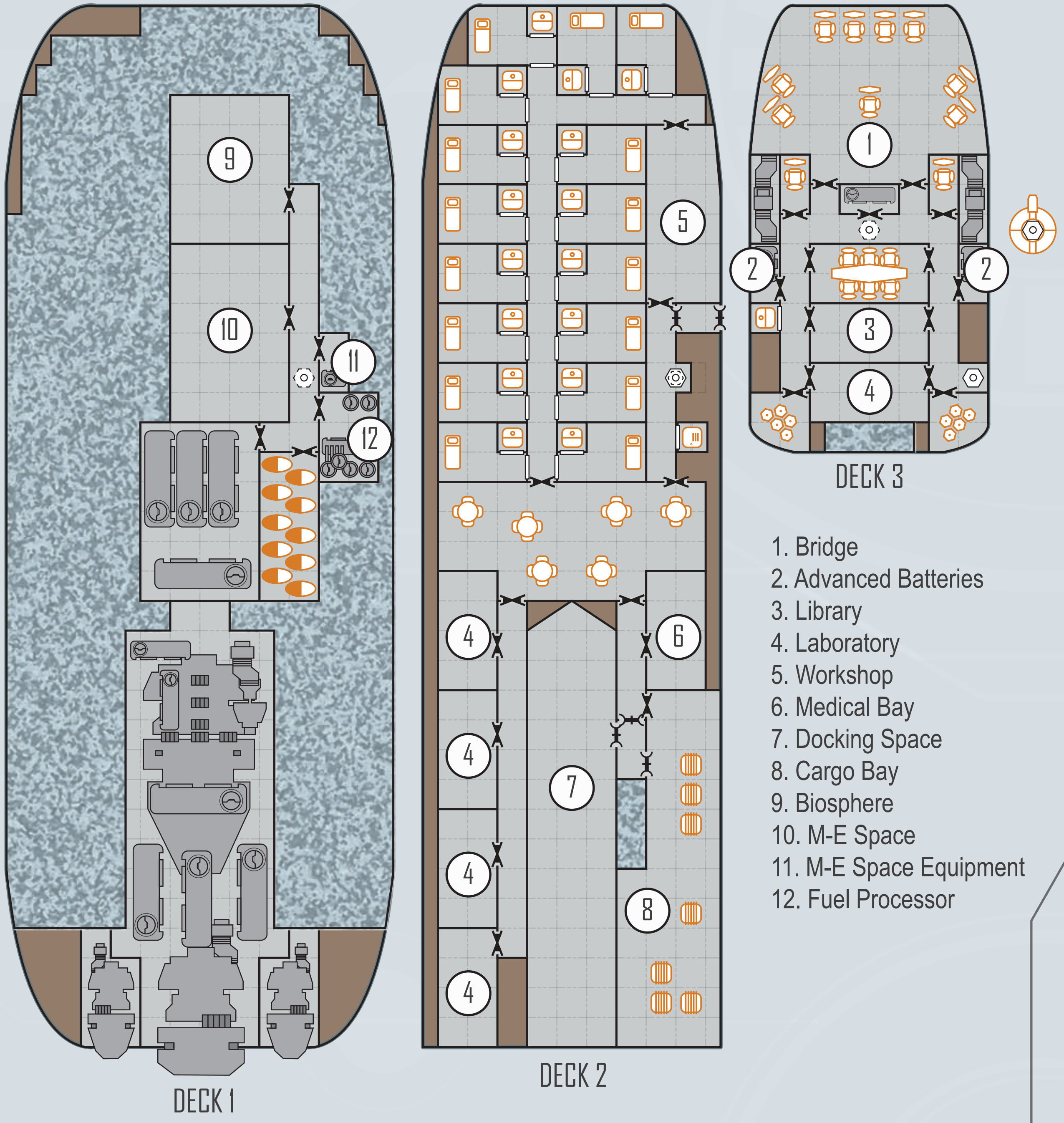
Cr20568/month

PURCHASE COST

MCr246.815

Power Requirements

Basic Ship Systems	80
Manoeuvre Drive	80
Jump Drive	120
Sensors	4
Weapons	1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DECK 1
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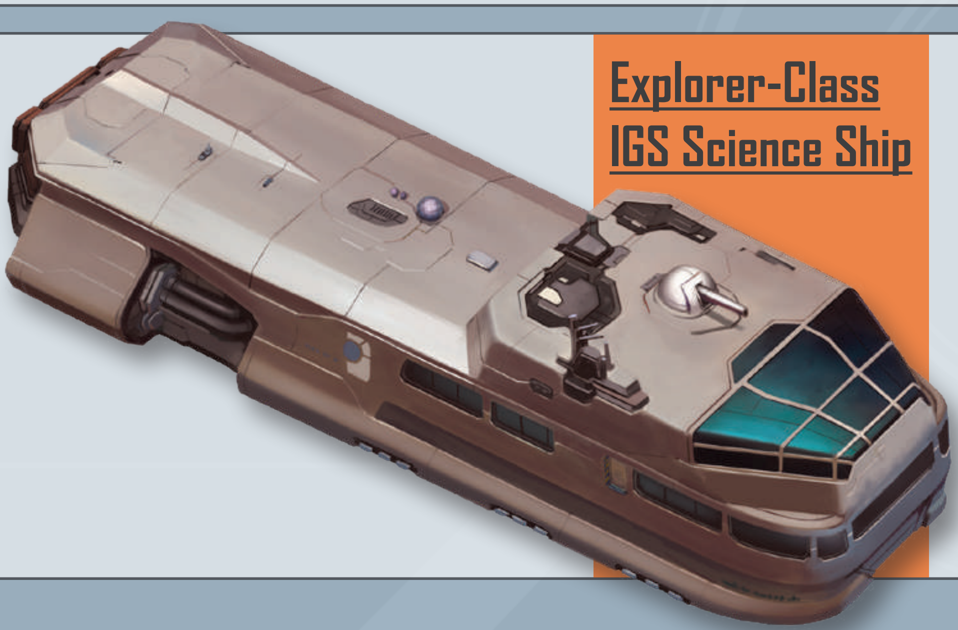
DECK 3

1. Bridge
2. Advanced Batteries
3. Library
4. Laboratory
5. Workshop
6. Medical Bay
7. Docking Space
8. Cargo Bay
9. Biosphere
10. M-E Space
11. M-E Space Equipment
12. Fuel Processor

Explorer-Class IGS Science Ship



IGS SCIENCE SHIP

CLASS: DISCOVERY

TL12		TONS	COST (MCr)
Hull	1,000 tons, Streamlined	—	60
M-Drive	Thrust 2 (reduced size x2)	16	40
J-Drive	Jump 3	80	120
Power Plant	Fusion (TL12), Power: 420	28	28
Fuel Tanks	J-3, 13 weeks of operation	310	—
Bridge	Holographic	20	6.25
Computer	Computer Core/40 (primary)	—	45
	Computer Model/15 (backup)	—	2
Sensors	Improved	3	4.3
	Life Scanner	1	2
	Sensor Stations x4	4	2
Weapons	Single Turret	1	0.2
	Fixed Mounts x2	—	0.2
Systems	Fuel Scoops	—	—
	Fuel Processor (120 tons/day)	4	0.3
	Advanced High Efficiency Batteries (Power 300)	5	1
	Multi-Environment Space	20	—
	Multi-Environment Space Equipment	1	0.5
	Advanced Probe Drones x60	12	9.6
	Biosphere (60 personnel)	30	6
	Briefing Rooms x2	8	1
	Libraries x2	8	8
	Scientific Operations Suite	48	38.4
	Medical Bay	4	2
	Workshop	6	0.9
Craft	Docking Spaces (20 tons) x2	44	11
	IGS Runabouts x2	—	27.33
Staterooms	Standard x60	240	30
	Low Berths x10	5	0.5
Software	Manoeuvre/0	—	—
	Library	—	—
	Jump Control/3 (backup)	—	0.3
	Intellect	—	1
	Virtual Crew/0	—	1
	Science (general)	—	25
	Mentor/3	—	4
	Research Assist/2	—	3
	Planetology/2	—	3
Common Areas		60	6
Cargo		40	—

Crew

Captain,
Officers x2, Pilot,
Astrogator, Medic,
Maintenance,
Engineers x4,
Stewards x3,
Scientists x16

Hull: 400

Running Costs

MAINTENANCE COST

Cr40815/month

PURCHASE COST

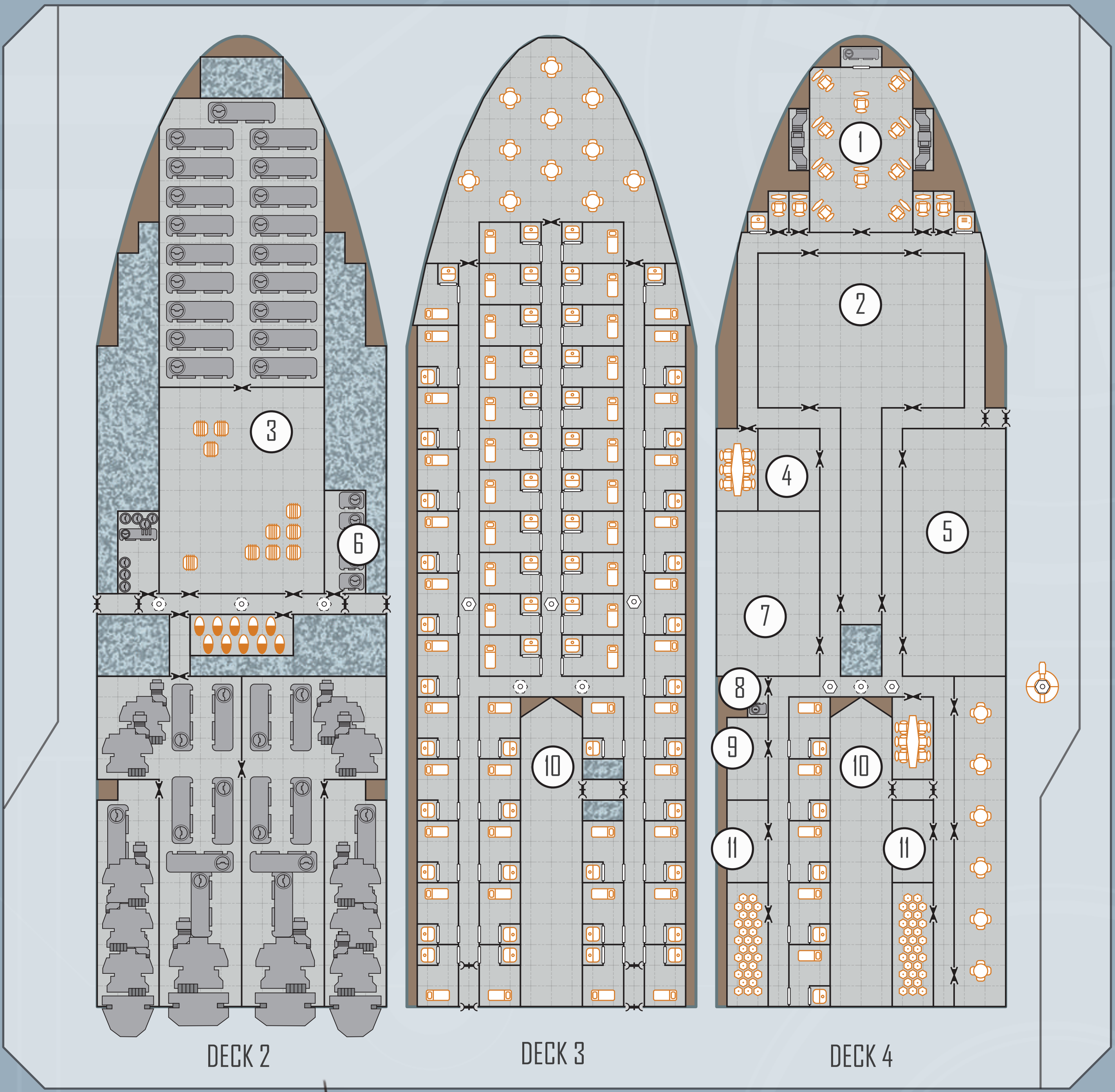
MCr489.78

Power Requirements

Basic Ship Systems	200
Manoeuvre Drive	200
Jump Drive	300
Sensors	4
Weapons	1

DECK 1: FUEL DECK

1. Bridge
2. Scientific Operations Suite
3. Cargo Bay
4. Workshop
5. Biosphere
6. Advanced Batteries
7. M-E Space
8. M-E Space Equipment
9. Medical Bay
10. Docking Space
11. Library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DECK 2
DECK 3
DECK 4

Discovery-Class IGS Science Ship

PORTMANTEAU SHIPPING SERVICES

Baixing's best known corporation is a conglomerate originally founded as Port Shipping Services in 1049 and grown through many mergers and acquisitions, changing an increasingly hyphenated name to Portmanteau Shipping Services (PSS) in 1077. PSS is best known as a shipping line but it also owns shipyards at Baixing, Haapamaki and Aubusson, producing both civilian and military starships. PSS operates a courier service, providing data and small package mail services to the entire Diadem Main and beyond, with offices as far away as Trelyn Vrra, Hoganas and Kajaani. PSS is also a major brokerage and financial services firm with offices on every Diadem world and beyond.

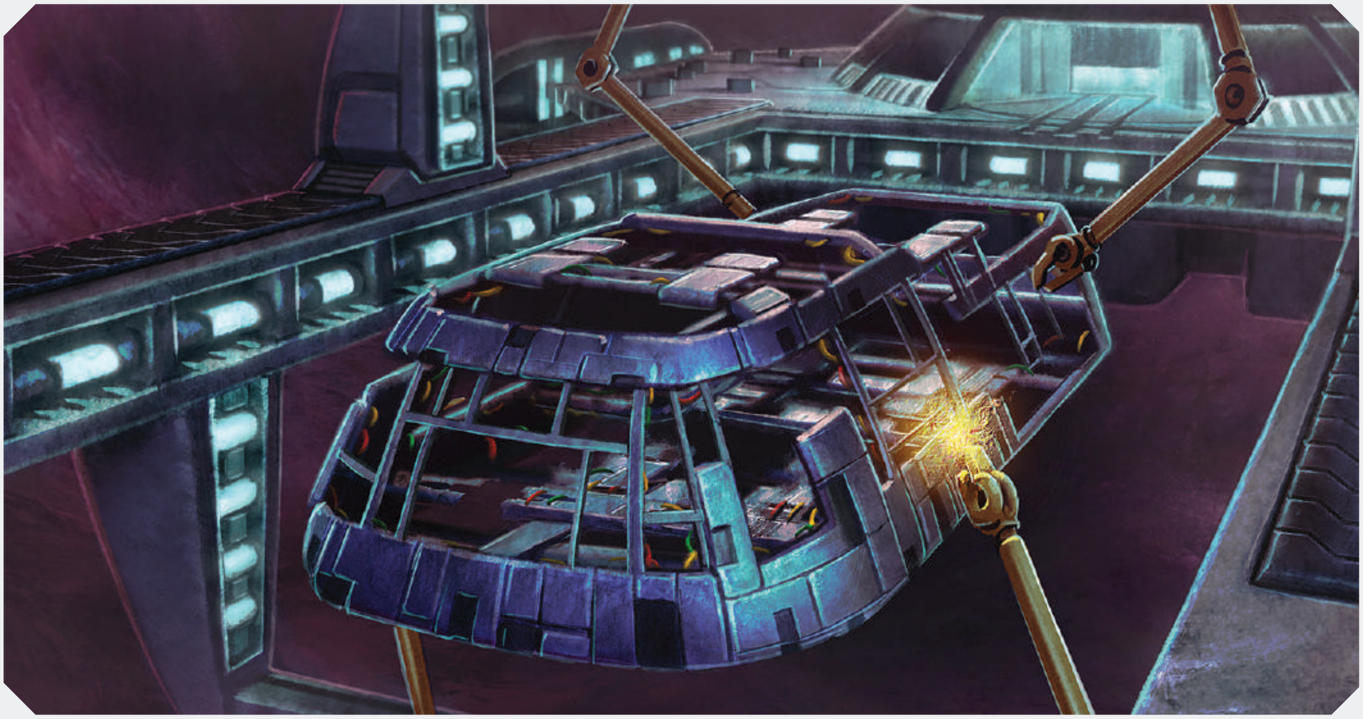
Sharik Vanbruenig-Zhou has been the chairman and CEO of PSS since its 1077 consolidation and is a major force behind the effort of Baixing to strengthen the Diadem Trade League. In 1081 Vanbruenig-Zhou assumed a seat in the Baixing Grand Senate previously held by her grandmother. This political position and natural trade rivalries places PSS at odds with Hyperion Lines and the entire Hyperion League infrastructure. Recently, PSS purchased full control of the small automated port at Ibadam in direct challenge to Hyperion's annexation of the neighbouring system of Assoulda.

During the past decade, PSS has developed its Security Division (PS^{3}D) into a potent armed service, utilising the same frigates and light cruisers PSS's yards supply to Diadem system navies. PS^{3}D ships provide escort services to PSS merchant shipping and hire out to third parties to perform the same function, placing the division in direct competition with Hyperion Interstellar Services. Some observers say this competition goes beyond the commercial into trade war territory with raids against each other's shipping but such reports remain unsubstantiated. Hyperion hints linking PS^{3}D to Eli activity seem unlikely because the Eli predate the formation of Portmanteau by more than a decade and because PSS ships have been targeted by the Eli.

SPRINGBOK COURIER

The Portmanteau Shipping Services Springbok courier is a small jump-4 starship capable of transporting messages and small packages across large jump distances. Unlike the IISS x-boat, the Springbok is a complete starship, usually staffed by a crew of two – pilot/astrogator and engineer – who can double-up if necessary to let their crowded ship carry one or two passengers in its second stateroom. With an efficient manoeuvre drive and fuel processing equipment, the Springbok can cross multiple jump routes on its own, although it is a slow, unarmed and unarmoured starship.

The Springbok normally operates out of hub starports in a manner similar to x-boat routes. The main hub is on Baixing, with bespoke message reception centres at Haapamaki, Aubusson, Nessuro, Vivaldi and – recently added – Finzi's Niche, Hoganas and Cotinga.



SPRINGBOK-CLASS COURIER

CLASS: SPRINGBOK

TL13		TONS	COST (MCr)
Hull	100 tons, Streamlined	—	6
M-Drive	Thrust 1 (energy efficient x3)	1	3
J-Drive	Jump 4	15	22.5
Power Plant	Fusion (TL12) (energy efficient), Power: 66	4	4.4
Fuel Tanks	J-4, 10 weeks of operation	41	—
Bridge	Standard	10	0.5
Computer	Computer/15bis	—	3
Sensors	Military Grade	2	4.1
Systems	Fuel Scoops	—	—
	Fuel Processor (20 tons/day)	1	0.05
	Mail Distribution Array	10	20
Staterooms	Standard x2	8	1
Software	Manoeuvre/0	—	—
	Library	—	—
	Jump Control/4	—	0.4
Common Areas		2	0.2
Cargo		6	—

Crew

Pilot/Astrogator, Engineer

Hull: 40

Running Costs

MAINTENANCE COST

Cr5429/month

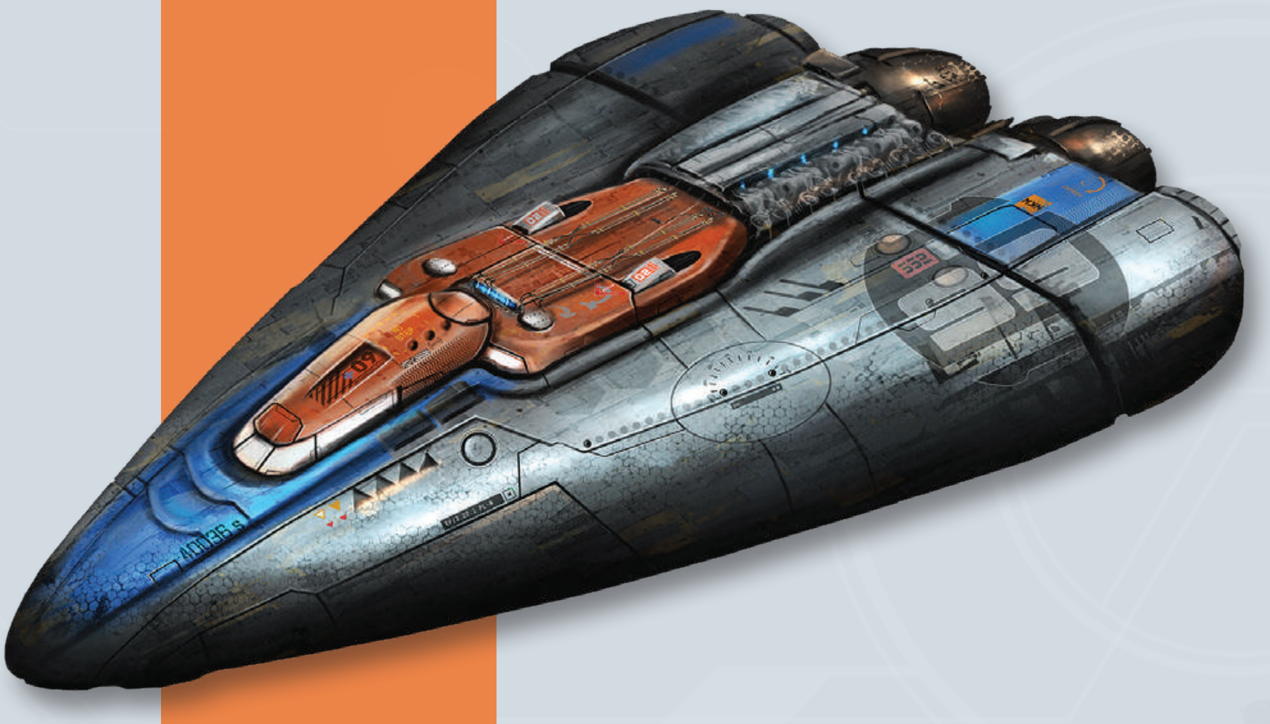
PURCHASE COST

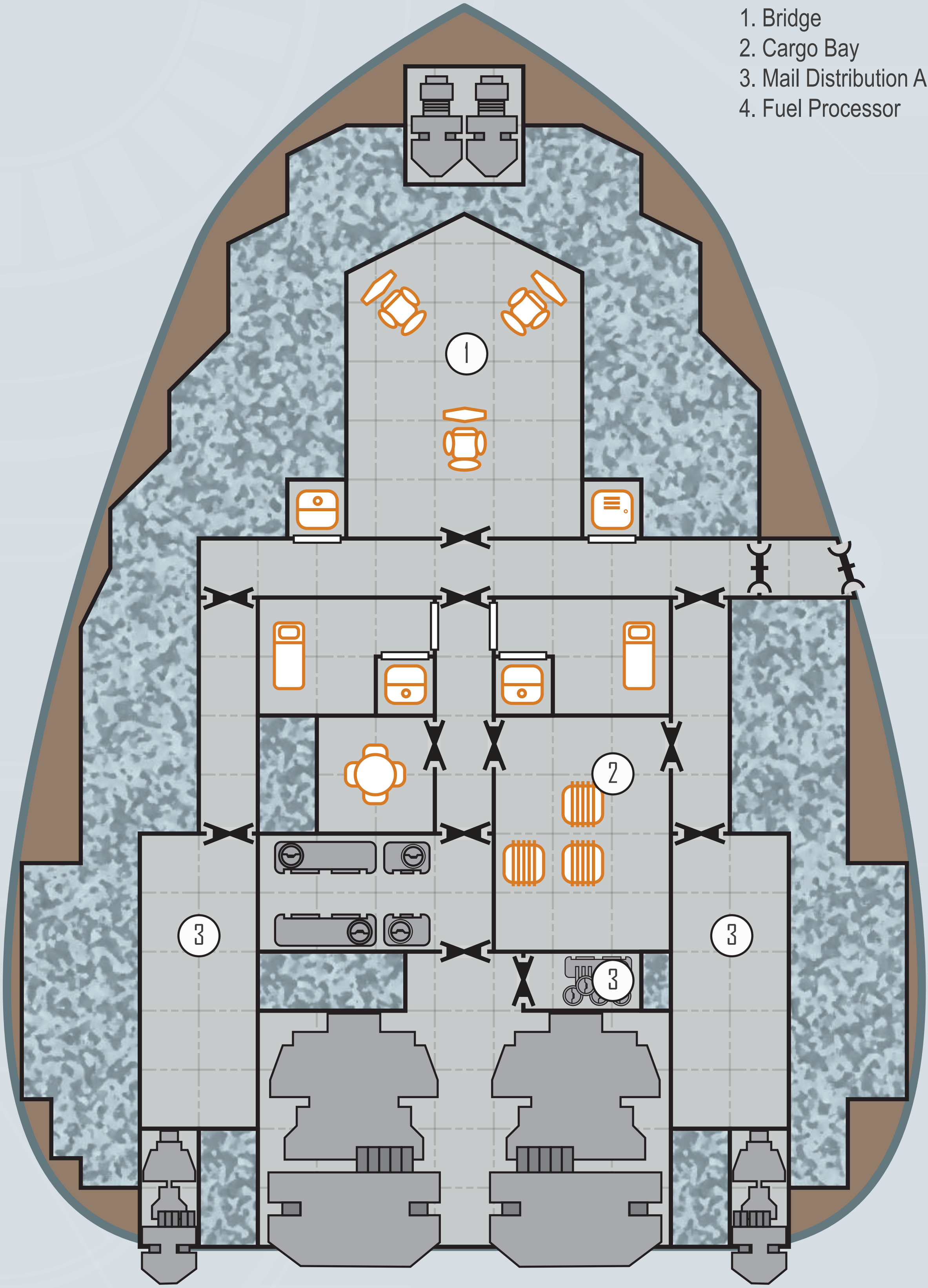
MCr65.16

Power Requirements

Basic Ship Systems	20
Manoeuvre Drive	2.5
Jump Drive	40
Sensors	2

Springbok-Class Courier





1. Bridge
2. Cargo Bay
3. Mail Distribution Array
4. Fuel Processor

GIANT STARS OF THE VANGUARD REACHES

The Vanguard Reaches is home to nine giant stars. The bright giant Gennaken of the Puelche system is an M0 II star with a mass greater than twice that of Sol and a brightness more than 6,000 times Sol. The other eight giants are K-type and M-type giant stars representing Sol-sized main sequence stars nearing the end of their fusion-producing lifespans ranging in luminosity from 30–2,000 times that of Sol.

Four of those eight giants are circled by worlds at least marginally habitable. Two are home to intelligent races, the Eslyat who evolved on Elliador and the Ghenani of Drenalch, a human Minor Race transplanted by the Ancients. A third, Gyatsa, was once home to a Chirper population. The fourth star, Dysitin, is worshipped as a god by the people of Dysitin Prime. Of these four worlds, two show clear signs of terraforming by the Ancients but the other two, Elliador and Dysitin Prime, appear to be naturally evolved planets.

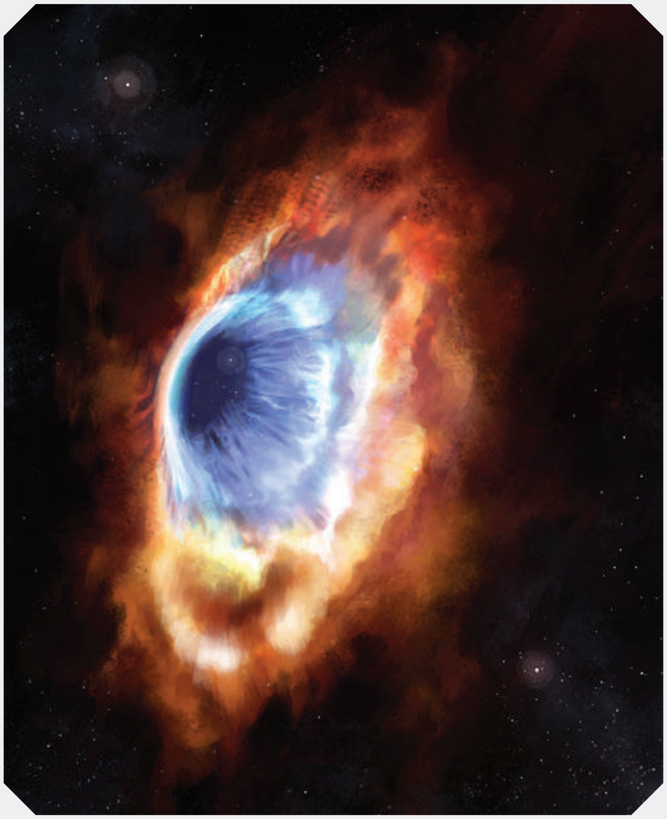
A moderately massed main sequence star may age 8–12 billion years before swelling into a giant star and destroying the worlds of its original habitable zone but it can spend as much as two billion years as a giant star, with formerly frozen worlds coming to life and smaller gas dwarfs shedding their hydrogen envelopes to evolve new environments. During this period of gradual warming, complex life may evolve, as it has on Elliador, but this life has a limited span.

Each year the star grows brighter and sheds mass, often in the form of giant coronal ejections. Over time, the shrinking mass causes the orbits of its worlds to expand, partially counteracting the increasingly greater heating of the brightening star; but this is an uneven struggle and eventually the planets will cook under a star as much as 2,000 times as luminous as its middle-aged self. Still, for tens or hundreds of million years, those once icy or hydrogen-enshrouded worlds can be habitable. On Drenalch and Gyatsa the Ancients sculpted life-supporting worlds that will persist for at least another few million years. At Dysitin Prime, the Church of Stellar Divinity insists the sun god will protect the people from the effects of stellar evolution but a burnt-out planet nearer the sun is testament to the future fate of their warming world. On Elliador, 30 million years ago a fortuitous shift in orbit – which could just as easily have ended all life on the world – has granted the Eslyat's homeworld a final reprieve but the sun is nearly at the conclusion of this phase of its life and within 10,000 or less years, the end will come.

A red giant of moderate mass ends its steady growth with a helium flash – the ignition of helium fusion in its core. This brief instability will not last, but for a short time the star will shine with more than 1,000 times its previously already bright illumination, scorching the worlds of its new habitable zone. From this point forward, it will burn at higher temperatures but initially relatively dim in overall luminosity. It will freeze its scorched worlds, then as it slowly brightens again across another 100 million years, those worlds will burn once more.

Then begins final a period of instability lasting another 20 million years as star alternatively sheds mass and pulses up to 2,000-fold in luminosity. The end comes with the final ejections of material that will form a planetary nebula around a tiny bright white dwarf. This nebula will fade within 10,000 years, leaving behind a slowly dimming white dwarf circled by the embers of any remaining planets.

In the Vanguard Reaches, the Helix Nebula represents this last brief phase before a dead star's dull trillion years of existence as a white dwarf. The Ancients are not known to have visited or interfered with the Helix Nebula. When they were extant, its progenitor star was still a dying red giant, shedding massive amounts of material into interstellar space and – in the case of the Helix Nebula – letting its surviving worlds slip away, leaving behind nothing but scorched planetary debris.



ALIENS OF THE VANGUARD REACHES

Of 311 systems in the Vanguard Reaches, 295 are inhabited by a total of 108 billion sophonts. Eight extant native sophont species evolved in the sector but Humaniti is the dominant race. Humans account for 87 billion inhabitants, of which 25 billion are Zhodani in genetic or cultural extraction, including perhaps 10 billion of Vlazhdumecta or mixed Zhodani-Vlazhdumecta descent. The remaining human population is mostly descended from Vilani and Solomani settlers from the Third Imperium, although some are remnants of the Sindalian Diaspora.

Among non-human races, the most numerous are the Murians, exclusive occupants of the Altarean Confederation, spanning 28 systems and accounting for 17 billion sophonts. Despite occupying 21 systems, the Eslyat of Elliador account for only 1.7 billion sophonts. The Aslan are predominant in just three systems but rimward *ihatei* camps contribute a scattered presence in half a dozen more. Still, the total Aslan population of the Vanguard Reaches is less than a quarter billion individuals. A similar number of Vargr, mostly of Imperial descent, live on Humaniti-dominated worlds throughout the sector. Two isolated Droyne worlds, Yosordvyoth and Bauxia, account for 110 million inhabitants.

Besides the starfaring races, the Freni of Durnal are widespread across the Vanguard Reaches and The Beyond sectors, with a quarter of their 800 million people living in expatriate communities on various Humaniti-dominated worlds. With the exception of the Zhdianshe of Dablrel whose culture somewhat mirrors the Zhodani's, the other native races and one minor human race – the Ghenani of Drenalch – mostly remain in their home system.

ATREPHARI

Living on the interdicted world of Atrephar, the Atrephari are a race of flying multi-limbed omnivores. Their world is hellish, with a very dense carbon-dioxide atmosphere laced with sulfuric compounds and dotted with sulfuric acid seas. Orbiting a red dwarf star with a distant brown dwarf companion, the Atrephari homeworld is tidally locked to its primary but its thick atmosphere distributes the 400°C mean temperature around the globe. The sky glows deep red under permanent cloud cover on the daylit side; on the nightside, the glow is infrared.

An Atrephari is a four-winged bilaterally symmetrical being with a spike-covered narrow worm-like body sporting eight limbs – two exclusively for manipulation, four for locomotion and the pair between optimised for heavy lifting or combat. While sensory organs are clustered at its fore, the body has no neck and no distinct head but is able to twist and focus the sensors and ingestion organs even in flight. An adult Atrephari masses nearly 100 kilograms and flight is only possible because Atrephar's atmosphere is 40 times standard pressure. Atrephari are nearly three metres long with a wingspan approaching four metres. When not in flight, their dragonfly-like wings act in conjunction with their broad skin spikes as radiators of heat. Atrephari biochemistry is technically organic, partially carbon-based but relying heavily on sulfuric acid and phosphates for biological processes.

Atrephari are hermaphrodites and capable of parthenogenesis if no partner is available. An Atrephari lays one egg at a time in a prepared chamber, the 20-centimetre spherical egg hatching within a standard month into a miniature version of an Atrephari adult, 5–10 kilograms in mass. At hatching an Atrephari is much more capable than a new-born human and has an innate capacity for rudimentary language, able to understand instructions and fend for itself within minutes of birth. In Atrephari society this is a necessary skillset, as even the new-borns are part of the regimented life of an Atrephari hive.

The Atrephari hive is both an edifice and a social unit. The termite mound-like hives have evolved from 'mud' towers to sophisticated arcologies of glass-like composites standing up to 500 metres high, each housing close to 100,000 Atrephari. Atrephari society is structured like a military unit, with advancing ranks and specialisation, and absolute submission to the authority of the governing 'General' of the hive. The Atrephari live to serve and specialise based on aptitude. Not all become workers, clerks or hunters; some become artists, creating complex glassy sculptures with auditory as well as visual properties. Atrephari have social lives, display individuality and value privacy but their focus remains on their profession. The lifespan of an Atrephari may exceed 100 standard years. An Atrephari never 'retires' but continues to function until it cannot and then, if still able, sets off on a final flight gliding with the wind towards the dark pole of the planet. Most perish before reaching their destination but in modern Atrephari society those unable to make this final pilgrimage are flown in a 'hearse' to their final end before being dropped onto the desolate plain opposite the sun.

Few offworld anthropologists have studied Atrephari society. The race is not aggressively xenophobic, reacting to first contact by IISS explorers in 335 with indifference but the nature of their world makes direct contact difficult. Most study has been with remote probes observing from a distance or surreptitiously excavating ruins of abandoned hives. From this limited contact and rudimentary understanding of Atrephari biology, knowledge of the development and history of the race is often guesswork. Nevertheless, Atrephari society is clearly old. Standing ruins and remote sensing of buried hive remnants imply a civilisation at least 100,000 years old. Excavated tools and art fragments imply these early hives were the work of sentient beings, although non-sentient related species on Atrephar also construct hives of up to 100 metres in height.

Current Atrephari technology, while in many cases difficult to directly compare to human equivalents, imply a mid-Tech Level of sophistication, with radio, powered flight, nuclear power, lasers and computing devices well-developed. There is no indication of gravitic technology and no hint of any attempts to conduct even robotic spaceflight. The few attempts at sustained communication have been hampered by difficulties of environment and the alien nature of the race. When communication has achieved marginal success, the Atrephari direct the science team up the chain of command to the regional and then a planetary ‘Grand Marshal’ who appears to have command authority over all 50 million Atrephari. The ‘Grand Marshal’ – who appears to be the same individual even across centuries – has always announced something to the effect of: ‘We are not interested in what happens above the clouds. Goodbye.’ The last attempt to communicate was a joint TRS-IISS expedition in 994. They were informed that further attempts would be more vigorously rebuffed, although it is unclear what military potential the Atrephari possess.

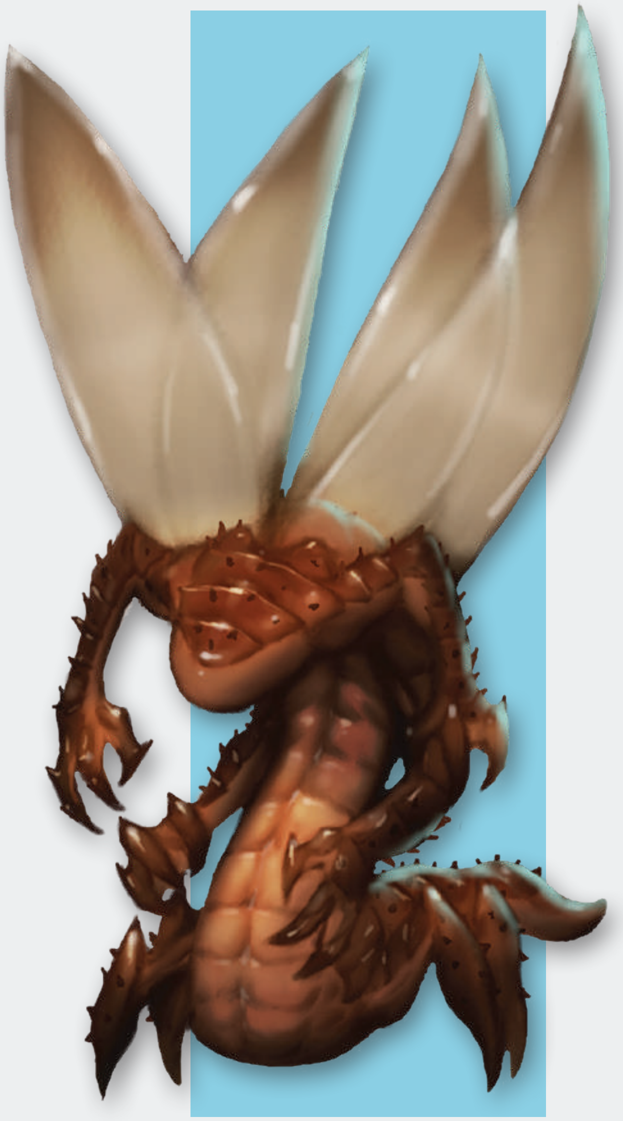
Despite their militarised society, the closest they have to a warrior specialisation are their hunters who are armed with light pneumatic firearms capable of bringing down prey at 100 metres or less and their police who are mostly armed with net-guns. Probes have uncovered signs of warfare and destruction in ruins more than 10,000 years old. Estimates based on these ruins suggest a population once closer to one billion Atrephari, 20 times the current census. In the interim, perhaps in the aftermath of global war, Atrephari society appears to have evolved into a peaceful planet-wide structured hierarchy that just wants to be left alone.

The Trelyn Domain has obliged, claiming the system in 994 but declaring and enforcing an interdiction of the world itself in the same year. To enforce the ban, the Trelyn Royal Navy and Royal Scouts jointly operate an orbital station, home to small squadrons of system defence boats and fighters.

The Atrephari are not suitable as Travellers. They have no desire to travel beyond their world and no capacity to do so. Human spacecraft would require a Hostile Environment Operations Support Suite (see *Great Rift Deep Space Exploration Handbook*, page 23) to even attempt to transport an Atrephari offworld.

Atrephari

Animal	**Hits**	**Speed**
Atrephari	24	6m
Skills	Melee 0, Survival 0	
Attacks	Claws (1D+2)	
Traits	Armour (+4), Flyer (very slow)	
Behaviour	Omnivore, Sophont	



ESLYAT

The Eslyat are a starfaring race native to the planet Elliador which circles the expanding red giant Ellias. Amphibious and roughly humanoid, they acquired jump drive technology from a stranded Zhodani vessel in 613 and have since expanded to control the Eslyat Magistracy of 23 systems.

An adult Eslyat is a nearly two metre tall vaguely reptilian upright biped with digitigrade legs and a thick 1–1.5-metre tail. Massing an average of 90 kilograms, male and female Eslyat are only distinguishable by the male's more intricate skull crest. An Eslyat's skin is covered in two centimetre wide almost translucent scales of blue, green or red colouration that differentiate race and caste within Eslyat society. Eslyat hands and feet are webbed, with five and three clawed digits, respectively. Their skulls taper from a blunt front to a teardrop rear and sit atop a long flexible neck allowing 270º rotation. The head features a pair of large black eyes set above the sharp-toothed mouth of a carnivore. Three long gill slits line each cheek, providing oxygen in both air and water and allowing sensitivity to sound ranging from a subsonic 10 hertz to an ultrasonic 150,000 hertz. Comfortable in both atmospheric and aquatic environments in temperatures of 20–40°C, Eslyat only wear clothing as protection against environmental conditions outside this temperature range or in arid or hostile atmospheric conditions. They can tolerate thin and dense atmospheres as well as humans and have a higher tolerance for sulfuric and dusty contaminants but require certain concentrations of salts and other trace elements to maintain long-term health in aquatic environments.

Eslyat females bear single live young in water. The young remain fully aquatic for the first two standard years of development, gradually gaining the ability to survive for longer periods on dry land. An Eslyat is considered a fully grown adult after a lunar cycle approximating 19 standard years and has a total lifespan of 80–100 standard years. Throughout their adult lives, Eslyat remain fully amphibious. One effect of this amphibious nature is the development of two separately vocalised versions of the same language, one spoken in the water and one in the air. When dealing with other races, the Eslyat are always speaking the 'dry' version of their language. The 'wet' version is less understood by non-Eslyat but appears to share the same grammar, although nearly all vocalisations are different.

The world of Elliador has very little land surface. A warming climate and strong lunar tides have flooded most continental land masses either permanently or periodically. The Eslyat evolved as a communal predator hunting in these semi-flooded regions, gradually developing a cooperative society that moderated primitive territorial conflicts. Establishing small communities on rafts housing up to 60 related individuals, the Eslyat expanded across the shallow continental shelves of Elliador and eventually established settlements on permanently dry land as centres for an early mining industry.

The Eslyat are not forthcoming about their early history but the current three caste structure appears to have evolved from the dominance of the Selyin sub-race of blue-scaled individuals, who spread from their home submerged continent and its island chains to the regions inhabited by the green-scaled Magsin and red-scaled Chutin. This domination apparently occurred early in Eslyat history and resulted in a class structure based not on geography but role, with the Selyin as an upper class of nobility, scholars and merchants supported by the working class of Magsin and a soldier/police class of Chutin. Currently Selyin account for approximately one-sixth of the population, the Magsin roughly half and the Chutin one-third. The Chutin caste is more complex than a simple warrior class; they are sports performers and carry out exploratory and first-level supervisory roles. Chutin also specialise in some higher risk occupations – such as asteroid mining – and fill more mundane roles like driving and piloting.

The Eslyat period of global consolidation ended prior to their industrial era and coincided with the rise of their race-wide religion, Sesshayr. Founded in -430 by the guru Sansdantka, Sesshayr emphasises cooperative and gregarious behaviour, and a respect for both the order of things and the environment. It also preaches that the Eslyat are the supreme beings in the universe, giving the race the sense of superiority clearly evident in their interstellar relations. Sesshayr does much to moderate the competitive and territorial nature of the Eslyat but within its society, not outside. Sesshayr does not have a formal hierarchy but reveres gurus who study and interpret Sansdantka's voluminous writing. A solid understanding of Sesshayr is required for any high leadership role and for the decision-making responsibilities required. Since these gurus are invariably Selyin, Sesshayr solidifies the sub-race's dominance of political and cultural life among the Eslyat. Sansdantka was female and emphasised the female role in moderating conflict, reinforcing a matriarchal hierarchy leading back to the prehistoric rise of the communal raft. As a result, while occupations are not restricted or specialised by gender, the majority of Eslyat leadership roles are held by females.

Avoiding major conflicts, the Eslyat developed a technological society over the course of a millennium, becoming a spacefaring race with the launch of their first satellite in 456. A crewed expedition established a base on Elliador's moon Krusses in 485. The Elliador solar system is widely dispersed, with former inner worlds destroyed or reduced to rubble by their expanding red giant sun, Ellias. Still, as Eslyat scientists realised their world would become uninhabitable in thousands, not millions or billions of years, the Eslyat people put significant emphasis on developing spaceflight and had begun to explore the asteroid belts, seared inner planetary cores and distant gas giants of their system decades before a Zhodani freighter out of Dlieblafia misjumped into their system in 613.

The encounter with the freighter *Brenchrodl Rits* was the first contact between the Eslyat and humans. Although the Corellan League was aware of the Eslyat race as early as -595, the ongoing Aslan Expeditions encouraged a policy of no contact with developing races who might prove a complication to League military resourcing. An interdiction order for the system of the red giant, which the Corellans called Alpha Bursa

CREATING ESLYAT TRAVELLERS

Eslyat Travellers are created using standard *Traveller Core Rulebook* procedures. However, career choices are limited by sub-race.

Characteristics

Eslyat Travellers have characteristics similar to human Travellers, with a limitation on SOC determined by sub-race.

Sub-race can be determined randomly or by choice. If random, roll SOC on 2D and assign sub-race based on the result: SOC 10+ are Selyin, SOC 7–9 are Chutin and SOC 6- are Magsin. If choosing a sub-race, a beginning Selyin Traveller has SOC 10, a Chutin 7 and a Magsin 5. SOC changes are not constrained by sub-race limitations during Traveller creation.

Gender affects career advancement. Choose a gender or determine randomly on 1D: 1–3 = Male, 4–6 = Female. Males receive STR +1 but suffer DM-1 on advancement rolls for Rank 4 and above. Females receive DM+1 on all advancement rolls.

Traits

Eslyat Travellers all possess the following traits:
Amphibious: Eslyat are equally adept on land and in water and can stay submerged indefinitely in oxygenated water.
Heightened Hearing: Eslyat have superior hearing across a broad range of frequencies. An Eslyat receives DM+2 on Recon checks when sound is a relevant factor.

Careers

Eslyat careers are caste limited. Only a Selyin can undertake pre-career options. A Selyin can only enter the careers of Army, Marines and Navy as an officer who has completed a pre-career option and received a commission as a result. A Selyin is further limited to the following career choices: Entertainer, Merchant, Noble, Scholar, Scout (surveyor or explorer). The Believer career from the *Traveller Companion*, page 36, is only available to Selyin.

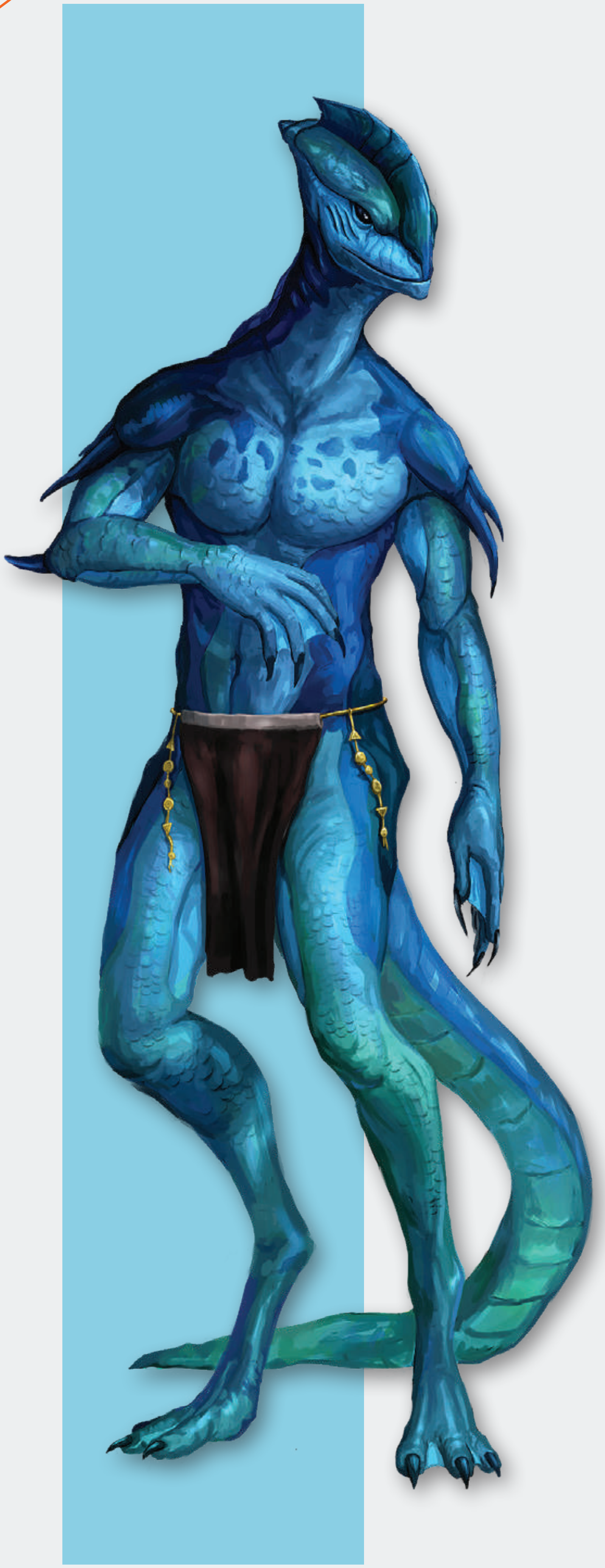
A Chutin can undertake the following careers: Agent, Army, Citizen, Colonist, Drifter, Marine, Navy, Scout. A Chutin always begins a military career as enlisted but can earn a commission, al though advancement is limited to Rank 5.

A Magsin can only undertake the following careers: Citizen, Drifter, Entertainer, Rogue.

was posted in -269 and remained in place until an Eslyat exploration ship encountered a Corellan patrol ship in the system now known as Cueyntros in 624. The Zhodani had not intended to grant the Eslyat jump drive technology but in the course of helping to repair the damaged freighter, Eslyat scientists learned enough to reverse engineer a working drive, although they had not developed a theory to understand its functions.

The knowledge their sun will destroy their homeworld in no more than 10,000 years drives the Eslyat to expand. Population growth has begun to reverse on Elliador after peaking at nearly one billion individuals. Their interstellar state, the Eslyat Magistracy is founded on the principle of race preservation. While their birth rate has not substantially declined and their death rate continues to fall with better medical knowledge, Elliador's emigration rate exceeds the natural increase. The most populous Eslyat system is now the asteroid belt of Inchusela, where habitats as large as 30 kilometres long support a population of 800 million Eslyat, more than the 700 million remaining in the home system. The Eslyat prefer artificial habitats customised to their ideal conditions of temperature, atmosphere and water salinity, including certain trace elements in seawater. The third most populous system is another asteroid belt at Stynshayr whose population has risen to 100 million. The habitable worlds of the Magistracy are not highly developed – even those whose surfaces are mostly water – as these waters do not feel like home.

Alternatives to competition for habitable worlds could lead to peaceful relations with its neighbours but the Sesshayr doctrine of condescending racial superiority, combined with the drive to abandon their homeworld and establish themselves broadly among the stars, has led the Eslyat into conflict. The water worlds of Ellaris and Woonona, which could become suited to Eslyat aquatic physiology, have led the Magistracy to fight four wars with the Trelyn Domain between 981 and 1087. These wars were short and the Magistracy lost all of them to the technologically superior human forces of the Domain. However, those losses have done nothing to alter the basic drives of the Eslyat people and no one believes that the Permanent Peace of 1087 will last.



FRENI

The Freni are natives of Durnal, a garden world on the border between the Eslyat Magistracy and the Corellan League. A friendly race with a long history of contact with Humaniti, they are proudly independent and wary of entanglements.

Upright bipeds, the Freni are superficially humanoid. They are thin, furred omnivores with a moth-like face, hands ending in four tentacular digits and feet ending in splayed pads. Freni are similar to humans in height and mass, although considerable variation exists between their six subspecies. A Freni head has two long frilled antennae that act as ears and olfactory sensors, two large smooth wide-set black eyes and a trunk-like probiscis. Respiration occurs both through the fur and the probiscis, resulting in the Freni going 'shirtless' in breathable environments. Thin atmospheres are difficult for the Freni, requiring a compressor vest that fits over the upper torso to concentrate oxygen. In most environments these battery-powered vests will run for up to 36 hours between charges. They are not effective in very thin atmospheres; instead, Freni require a full environment suit. In contrast, a Freni can flourish on many worlds with extremely dense atmospheres.

Freni are serial hermaphrodites, changing between male, female and neuter throughout their lifetimes. This change was once involuntary and initiated by environmental and group pheromonal factors but in recent millennia, a medically induced change has become a matter of choice. A female Freni bears a single live infant after a one standard year gestation. The infant is raised by its extended family, first on a diet of grubs and gruel, then a traditional diet the child must learn to prepare, gather or hunt as part of their educational development.

The world of Durnal is the second of nine terrestrial planets in orbit around a pair of orange and red dwarf stars. With a stable climate and long evolutionary history, the Freni evolved late in the planet's six billion year history, emerging in the forested river valleys running from eroded mountains to the seas of a minor continent separated by deep oceans from other landmasses. As such, they did not migrate across their world until well into their metal age, approximately 6,000 years before present. By this time, a single culture dominated their home continent of Fren. In the 1,000 years prior to the start of ocean voyaging, six subspecies of Freni – with morphological differences in size and colouration obvious to even non-Freni – fought for dominance over their home continent. The wars ended not in victory but in a compromise that forms the basis of modern Freni society. Fren translates as 'Land' but Freni means 'Mosaic', which describes the philosophy pervading Freni society. The six subspecies are only marginally interfertile, so while their culture may have blended, their racial identity has not. Despite the obvious morphological differences, the Freni pretend not to notice the differences between subspecies. Friendships cross subspecies but families do not. A Freni child stays a member of its mother's family for life. Sexual relations do not lead to permanent unions and are usually encounters arranged between the matriarchs of two families. The father generally has no contact with a resulting child but it is common – with matriarchal approval – that the two parents will change genders and conceive a reciprocal child. The 'matriarch' of the family, while mother, grandmother or great-grandmother to all, may have changed into a male or neuter sex but this makes no difference to the lineages who descended from the womb of that individual.

A Freni name consists of three parts; the first is a regional name, which corresponds to the region where the family resides. This is a 'mixed name' as Freni of different subspecies occupy the same regions, unlike the separate river systems where each evolved. The second is a household or family name corresponding to the first name of the family's matriarch at the time of the child's birth. The third is a personal name normally assigned by the mother or a compromise between mother and matriarch but, if disagreement persists, the matriarch's choice is final.

The Freni have complicated distinctions between relatives, which do not translate well into Galanglic. When speaking Galanglic, a Freni will call all relatives within their immediate family 'sisters' if they are from the same generation, 'aunts' for all but their mother of the older generation and 'great-aunts' for their grandmother's generation and any generation beyond. The matriarch is always the 'old mother' even if she is the speaker's direct mother. Confusingly, all Freni outside the family with the same regional name are 'cousins' of the speaker, regardless of generation, unless they are a matriarch, in which case they are the 'old lady'. The literal translations of 'cousin' and 'old lady' are 'far sibling' and 'far matriarch'.

Freni subspecies have differing physical characteristics. Human sophontologists classify these subspecies as Type 1–6 and identify individuals as such although only to other sophontologists, never to a Freni. These differing characteristics can predispose certain types to different careers but no distinction beyond capabilities limit any career choices or advancement.

CREATING FRENI TRAVELLERS

Freni are found throughout the Vanguard Reaches and The Beyond, living in large communities often called Frenitown or, less charitably, the Freni Ghetto. Most Freni Travellers will come from these expatriate communities but Travellers can be from Durnal, whether with careers spent on planet or across the stars. Freni-owned merchant ships also exist, either single vessels or small fleets owned by a family or region. The Freni do not have their own interstellar navy but a strong system defence force exists, mainly operating ships imported from the Corellan League.

Characteristics

There are six subspecies or Types of Freni, each with different characteristic ranges in addition to distinct physical appearance. Choose or roll 1D for Type.

Type 1: Light grey fur; taller and thinner build; straight antennae: STR-1, DEX+2, INT-1
Type 2: Brown fur; moderate build; curling antennae: DEX-2, END+1, INT+1
Type 3: Yellow fur; shorter and heavier build; straight antennae: STR+1, DEX-2, END+1
Type 4: White fur; moderate build; straight antennae: DEX-1, END+2, INT-1
Type 5: Orange fur; taller and thinner build; curling antennae: STR-1, END-1, INT+2
Type 6: Red fur; shorter and heavier build; curling antennae: STR+1, DEX-1, END-1, INT+1

EDU and SOC among Freni generally change in lockstep. The starting SOC is equal to the starting EDU of a Freni Traveller. When either characteristic increases during creation, the other increases by one after every two increases – except when determining mustering out benefits, when an increase in EDU will raise SOC by an equal amount but an increase in SOC will not increase EDU. Increases in SOC based on EDU increases are capped at SOC 10, the equivalent of a matriarch.

Hybrids: Hybrids are rare on Durnal and uncommon in expatriate communities. Hybrids tend to be less fit than pure Types. A hybrid's colouration is a spotted pattern of both parents' colours, has the build of the shorter parent, drooping antennae and receives only one increased characteristic value from the parents (pick, but where a parent has +2, the hybrid will only have +1) and all decreased characteristics from both parents. In addition, a hybrid receives END-1, INT+1, SOC-2 (but not EDU-2) and suffers DM-1 on all aging rolls. A hybrid is also usually (1D: 1–5) sterile and, if sterile, may be permanently of one gender (D6: 1=Male, 2–5=Neuter, 6=Female).

Traits

Freni Travellers all possess the following traits:
Flexible Digits: A Freni hand, with four potentially mutually opposable tentacular fingers per hand, can use the tools of most races without penalty. However, complex Freni tools are difficult for other races to handle, giving others DM-2 to operate Freni equipment. Simple tools such as most cooking implements do not invoke this penalty.
Reputation as Cook: Freni employed as stewards grant DM+1 to checks to seek high passengers. Freni receive DM+2 to checks when hiring on as cooks or stewards.
Starting Skills: Freni begin their careers with Steward 1, Profession (freeloading) 1 and Survival 0, with DM+2 to Survival checks on Durnal. Freni – even those born on human worlds – are fluent in their own language first. They may use one background skill to obtain Language 0, which allows them to communicate in broken Galanglic (or other majority language of their adopted world) with seemly random grammar and idiosyncratic word usage. A Freni may use a second background skill to increase this to Language 1 and converse more or less properly.

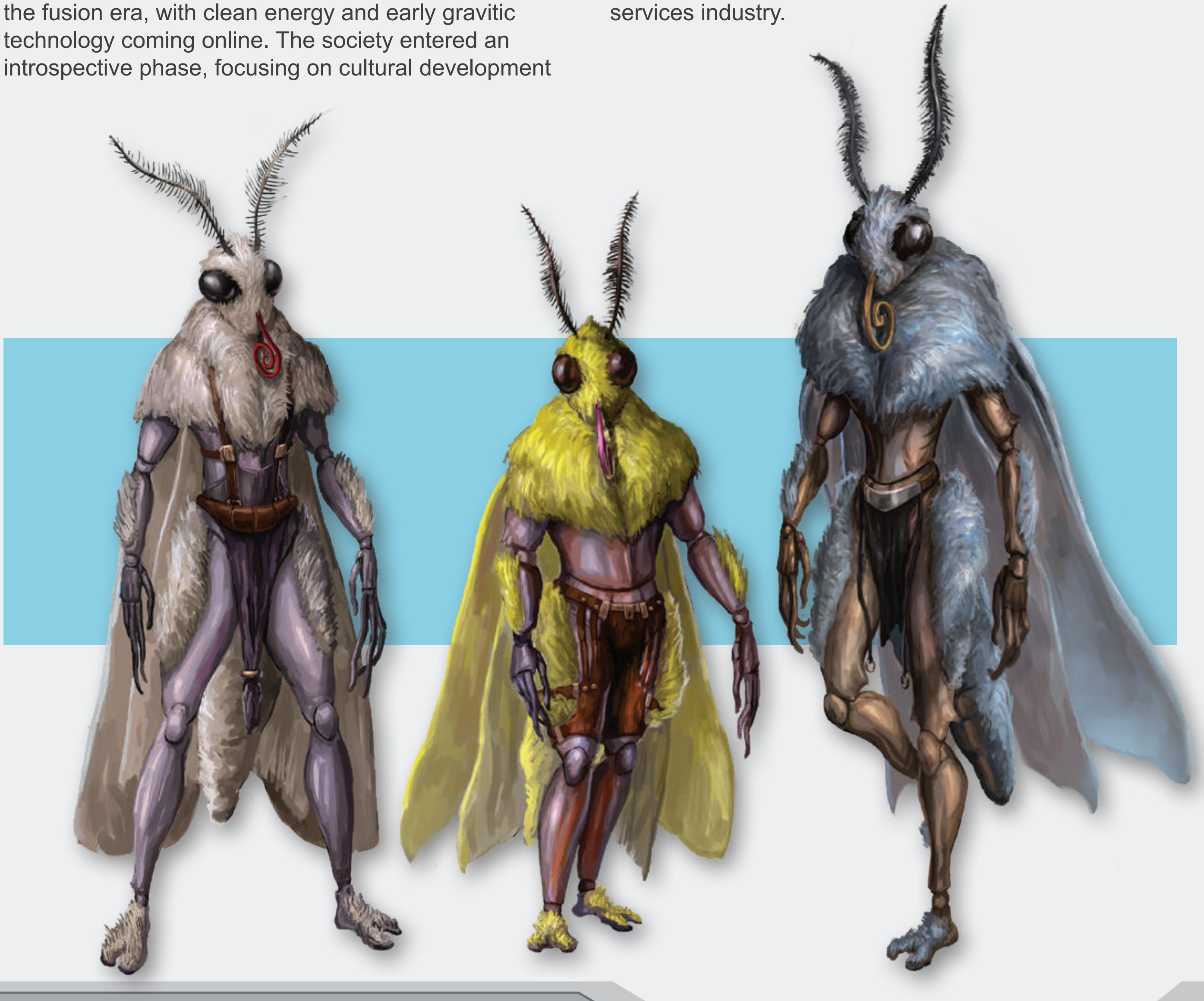
Careers

All careers from the *Traveller Core Rulebook* are suitable for Freni. Freni receive DM+1 to enter the Entertainer and Merchant careers, and DM-1 to enter the Agent or Scholar careers.

The first humans to encounter the Freni were Corellan explorers who reached Durnal in -1354. At the time, the Freni were just entering an industrial age after a period of scientific discovery. They had just finished exploring all the continents of their homeworld and had started colonies on all but the northern polar landmass. Freni astronomers had worked out the orbits of their suns and planets, and guessed at the distance to other stars. Despite a careful first contact and offers of membership in the Corellan League, the Freni remained aloof for centuries, allowing some trade and absorbing some technology but always on their terms. By -600, with the League focusing on Aslan expansion, the Freni had mastered nuclear power and launched primitive spacecraft into orbit. At this time, they finally relented – not to membership in the League but to opening up to the wider universe – allowing more trade and sending their most promising students and scientists out among the stars to study and collaborate with Corellan universities.

By 350, Freni technological progress had stalled in the fusion era, with clean energy and early gravitic technology coming online. The society entered an introspective phase, focusing on cultural development not technical prowess. While retaining their neutrality as a people, some Freni individuals and families began to emigrate to other worlds, forming their own regions and regional names in cities and farmsteads on human-populated worlds. Eventually they created small enclaves on various worlds spanning from the Colonnade Province to the Monarchy of Lod. By 1100, 200 million Freni – a quarter of their numbers – live on more than 20 worlds.

The Freni are known for their cooking, as every Freni learns these skills as a part of childhood and adolescence. Durnal's biology is mostly compatible with Terra's, so humans and Vargr can eat most Freni food. Although some food may not provide nutritional value, little is poisonous, despite what the vids may claim. With a tendency to throw together whatever is available and season heavily with herbs native to Durnal, Freni cooking is both varied and distinctive. Freni cooks, whether employed in a hole-in-wall eatery or a noble's kitchen, are a popular stereotype but less than 10% of Freni expatriates are directly involved in the food services industry.



FRENI LANGUAGE

The Freni language is as much mosaic as the rest of their culture. Speech consists mostly of trills, whistles, clicks, gurgles and tonal humming. A Freni is capable of mimicking human speech but often ends a sentence or word in a click or trill.

An object may have up to seven different associated nouns, sometimes related to sentence usage, sometimes not, depending on the object. Verbs are similar, with some specific to a tense, others seemingly randomly determined. Sentence structure is more rigid, with a declarative sentence almost always Subject, Object, Verb (this often carries into Freni usage of other languages). A question is always Object, Verb, Subject. An exclamation is usually Verb, Subject, Object but sometimes just a Verb followed by gestures. Freni language often expresses concepts in terms of negation, emphasising what ‘is not’ rather than what ‘is’.

Freni is written top-to-bottom, right-to-left. The written language is alphabetic, with 72 recognised phonemes but each phoneme can be represented by up to seven different characters usually, but not always, determined by surrounding phonemes. These rules (and exceptions) can have cascading effects, making the language notoriously difficult to read, although not to a Freni. There are 302 or 303 separate characters in the Freni written languages. The 303rd, the seventh variant of a descending trill, is usually described by Freni scholars as a ‘mistake’.

After 700, Eslyat expansion began to threaten Durnal but the Freni maintained their independence, partially guaranteed by the Corellan League, partially by threat of fierce resistance. Durnal means ‘Harmony’ but despite their peaceful nature, nearly all Freni grow up learning to hunt and survive in the wilderness. Only a tiny proportion of Freni expatriates choose military careers but those who do are often well-trained skirmishers and special operations soldiers. The Cousins of Redwol are a well-known Freni mercenary unit known for guerrilla tactics who have fought in wars on Andwella, Drogobycho and Dysitin III. Whether the peaceful people of Durnal are willing to emulate such fighters is a risk the Eslyat seem unwilling to take.

GHENANI

The Ghenani are a human Minor Race residing on Drenalch, a large terrestrial planet orbiting the K3-type giant star Osto in an isolated corner of the Yavakrbi subsector. Transplanted by the Ancients to their obviously terraformed world more than 300,000 years ago, the Ghenani are adapted to the high gravity and dense atmosphere.

The Ghenani are greatly influenced by their homeworld, thought to be a small gas giant core terraformed by the Ancients. Drenalch has a gravity 1.51 of normal and an atmosphere twice as dense as standard, shaping the Ghenani as muscular humans with short legs that lower their centre of gravity against strong winds. Lack of ultraviolet radiation has made the Ghenani pale-skinned and fair-eyed, with albinism afflicting more than 10% of the population. A uniformly warm climate leaves the Ghenani with no head or body hair and their clothing is minimal, usually a loincloth or skirt accented by tool belts or bandoliers.

Land on Drenalch is concentrated in one globe-spanning equatorial supercontinent, with northern and southern deep oceans covering the remaining 81% of planetary surface area. Rugged mountains, interior deserts and coastal regions prone to devastating storms limit the habitable area to Gureana, a protected semi-circular gulf more than 2,000 kilometres across that appears to be a basin excavated by an intentional asteroid impact during the Ancients’ terraforming effort. Ghenani civilisation arose in the Gureana Basin and remains generally limited to the basin and mountain mining settlements at its periphery.

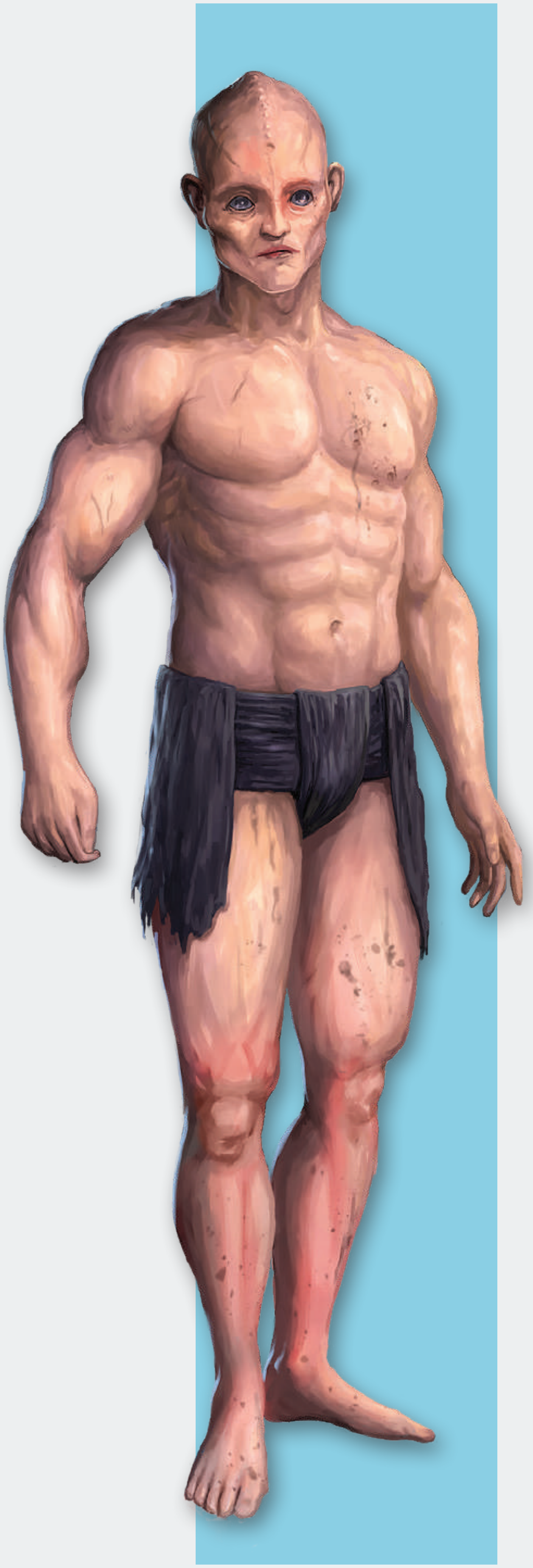
The Ghenani reverted to stone-age barbarism after the fall of the Ancients and did not redevelop agriculture until -5000, with city states and early metalwork following within the next 2,000 years. In approximately -3000 a starship of either Zhodani or Vlazhdumecta origin crashed on the planet. An attempt by the survivors to set themselves up as gods failed within 20 years of the crash and remains the basis of the Ghenani legend of the False Gods.

Although the False Gods failed to gain control over Ghenani civilisation, they did spur it into an age of discovery and enlightenment as the natives sought to understand how people could travel from beyond the sky. An iron age followed within 300 years and technology continued to progress to the point of the discovery of gunpowder in -2300, which set off a series of wars between competing city states. The wars led to a dark age, lasting until renewed contact with Zhodani explorers in -1100. This contact, although initially tense, led to a greater understanding by the Ghenani of their place in the universe but ultimately ended in tragedy when zealots attacked and killed a Zhodani anthropological party, forcing the evacuation of the mission.

Second contact led to the formation of a new philosophical movement/religion, The Wide Sky, which suggested some kinship with the people from the stars but, more so, a kinship between the Ghenani and their special place on their world. As The Wide Sky belief spread among the populace, rivalries between city-states and nations lessened. In -150 the Ghenani formed a unified secular government dedicated to the welfare of all its citizens. The resultant government has evolved into a stultifying bureaucracy with intricate rules of procedure and behaviour but one that has prevented war for more than a millennium. Slow progress has brought the Ghenani into the industrial age with airships and aeroplanes flying over rail-connected cities. Rocketry is considerably beyond current technology, hampered by high gravity and dense atmosphere.

When Zhodani scientists again visited the Ghenani in 695, they met a united people who apologised for the events of the still-remembered massacre. Relations with the Zhodani quickly improved and allowed the establishment of a small diplomatic mission but a Ghenani distaste for even the idea of psionics – a remembrance of the trickery of the False Gods – as well as the isolated location of Drenalch has limited trade and contact. Zhodani requests to search for possible Ancients sites have not been directly denied but placed in a bureaucratic pending queue that appears to have no mechanism for progress.

The Ghenani are an easy-going people, perhaps because high gravity and warm temperatures makes doing anything hasty a poor idea. They expect one day to join other humans among the stars but, understanding the distinction between Minor and Major Races, are determined to proceed at their own pace and accomplish the goal on their own terms. They are in no hurry to do so. Unlike Ellias, the sun of Elliador, which has a very limited lifespan, is early in its giant stage and will leave Drenalch habitable for at least the next 10 million years and perhaps three of four times as long. While technological imports are not desired, cultural artifacts and foodstuffs are acceptable as reciprocal trade items and the Ghenani welcome any merchant willing to make the difficult journey to their world. Of course, there is paperwork to fill out. With the proper pen.



CREATING GHENANI TRAVELLERS

Ghenani Travellers are created using standard *Traveller Core Rulebook* procedures, although mustering out Benefits are limited to TL5 unless the Ghenani has emigrated from their birthworld. In any case, a Ghenani can only speak Ghenani unless a Language skill is gained. Ghenani will never accept cybernetic augmentation – even to replace a lost limb – and refuse to learn psionics.

Characteristics
Ghenani Travellers have the following modifiers applied to their characteristics: STR+2, DEX-2. Ghenani STR may reach a value of 17.

Traits
Ghenani Travellers have no special traits but suffer DM-1 to aging rolls.

Careers
Most careers from the *Traveller Core Rulebook* are suitable for Ghenani. However, unless a Ghenani has emigrated from their birthworld, the Scout, Navy, Marine and Merchant (except broker) careers are not available.

MURIAN

The Murians are a starfaring race native to the world known as Arcturus. They are four-limbed bipedal oxygen-breathing omnivores with a large brown-furred torso and short limbs. Murians colonised five systems via sublight sleeper ships prior to contact with Corellan League traders in 102. Subsequently, they reverse engineered jump drive technology and established the Altarean Confederation, now spanning 28 systems. The 17.4 billion Murian are the most numerous native race in the Vanguard Reaches and their worlds are among the most technologically advanced in the sector.

Adult Murians of both genders stand approximately two metres tall and mass nearly 200 kilograms, with their large bodies accounting for three-quarters of their height. Gender is disguisable only by colouration, with males having noticeable darker brown fur than females. Short legs end in a broad foot with two 'hooves' forward and a large claw at the heel to aid in climbing. Equally short arms end in hands with four broad fingers and a thicker opposing thumb, all tipped with retractable claws. Murian hooves, claws, bones and teeth are all composed of a black composite of chitin, calcite and proteins. A Murian's round head rests atop a broad neck marked by multiple breathing slits. The head has two large black eyes and a large mouth with complex dentition. Oval ears protrude from both sides of the head. Imperial observers have noted a superficial similarity to Terran ursids or 'bears' but the Murians are not mammals.

Murian females lay a single 15-centimetre egg within two weeks of conception. This egg will hatch into an immature Murian after three months of development. A newly hatched Murian is entirely helpless and traditionally fed by regurgitation from adults for two standard years until reaching one-quarter of adult height. The young Murian is thereafter able to feed itself and has a basic command of language. Growth to adulthood requires another 12–15 standard years. A Murian had a natural life span of 60–80 years, now extended by medical treatments to 100–140 years.

The Murian homeworld Arcturus orbits the red dwarf sun Altarea in a 40 standard day year. The world's axis of rotation is inclined close to 90° to its sun resulting in 'seasonal days', which bring 20 standard days of sunlight followed by 20 standard days of night to nearly the entire world, one hemisphere at a time. Some Arcturan fauna hibernate during the cold night or hot day, some are only active in periods of dawn and dusk, some only emerge in the aftermath of afternoon storms but the Murians belong to a class of omnivores adapted to remain active in their home territories during all phases of the short Arcturan year. Murians sleep for short periods of 3–4 hours every 12–16 hours irrespective of illumination. Their vision is adapted to low-light conditions and the red end of the spectrum into the infrared, with colour vision insensitive to green, blue or violet.

Murians evolved in the forests of their world, able to traverse uneven terrain and climb the broad tree-like flora with versatile feet and strong hands. Although descended from solitary omnivores, the proto-Murians formed cooperative bands of up to 40 individuals to increase survival rates for members of the group during the variations of their homeworld's long seasonal days. Domestication of flora and fauna enhanced the survivability of their bands but required larger clan-sized groups to manage and soon encouraged trade between clans to increase dietary variety.

By -15000, Murians adopted forest village life and began slow steady technological progress, beginning metallurgy by -10000 and developing steam engines by -5000. During this period, Murians fought some territorial wars but gradually developed a peaceful culture spanning the habitable regions of their world. Two small oceans nearly split the land east-west, with desert regions dominating land further from the oceans. The Murians spread across the regions where the climate was moderated by water and avoided settling in the outback, rain shadow deserts and high badlands, leading to a similar culture and language throughout the world.

Murian society is egalitarian with no cultural distinction between the sexes and little differentiation based on wealth. A person's standing in society is based on personal reputation and deeds performed for the benefit of others. Decision-making is a collective process that builds consensus. Gifting confers status, and trade developed as the mutual exchange of beneficial goods and services. A monetary economy did not develop until the industrial age, when larger scale manufacturing and long-distance communication led to a requirement for the abstraction of value to maintain accounts.

The cooperative nature of Murian society led to a period of peaceful growth cumulating in the development of spaceflight in -908. Interplanetary travel began the following century. Murian curiosity and their own sparse solar system led them to consider spreading to other stars and in -505 they launched their first sleeper ship to begin a programme that led to the settlement of five nearby systems within four parsecs of Altarea. Sleeper ships needed a century or more to arrive at these new worlds but successive waves of ships brought millions of colonists to each of these worlds prior to the year 102, when the Corellan League exploratory trading vessel *Adamantine Horizon* out of Kajaani contacted the Murians at Semkarr.

The Corellan League did not intentionally transfer jump technology to the Murians but the *Adamantine Horizon's* cruise among the six Murian worlds provided Arcturan scientists with enough information to construct a crude jump drive. In 119, the first Murian starship jumped from Arcturus to Gorva and followed up with visits to the four Murian colonies along what became known as the Altarean Main. By 205, all five Murian colony worlds were in regular contact with the homeworld and representatives agreed to form the Altarean Confederation to share technology and encourage trade and development between their worlds. Expansion over the following nine centuries led to colonisation, outposts or claims on all systems on the Altarean Main and a few beyond.

Murians are naturally curious and scientifically minded. Their society enjoys almost universal high technology and communal direct democracy has encouraged the use of advanced electronics and communications. Many Murians have cybernetic augmentations, most notably neural comms, neural links and wafer jacks. Murians working in hazardous occupations may have further augmentations to improve sensory perception, physical characteristics or provide enhanced abilities.

Despite their egalitarian nature, the Murians are shrewd negotiators and have a well-developed sense of value. Early encounters with Corellan traders enabled them to learn the rules of human commerce and an understanding of alien races who had different ideas of value. Subsequent encounters with piracy in the Harmony and Old Colonies subsectors led to an understanding of the need to arm starships for defensive purposes. The spread of *ihatei* from Aslan expansion taught them the need to formalise claims to territory.

The Murians are a peaceful race, interested in science, exploration and beneficial contact between races. This does not make them naïve or pacifists. While a Murian vessel would never launch a pre-emptive strike, it will defend itself with lethal force and not hesitate to follow clues to determine an attacker's place of origin and attack that base in proactive self-defence. A strike against an enemy combatant would be deadly but it would be clean, avoiding civilian casualties or property damage. A Murian will accept the surrender of a foe with good graces but not tolerate a false surrender or grant a second chance to the treacherous.

The Murians strive to maintain good relations with their neighbours, encouraging the exchange of goods and information but they are collectively territorial, refusing to share their worlds with other races. Visitors are welcomed and treated with courtesy and respect but can overstay their welcome and will be politely but firmly removed from Murian territory if they intend to settle permanently within the Confederation or try to extract resources from Altarean systems.

CREATING MURIAN TRAVELLERS

Murian Travellers are created using standard *Traveller Core Rulebook* procedures.

Characteristics

Murian Travellers have the following modifiers applied to their characteristics: STR+1, DEX-2, END+2. Murian SOC is determined by 2D3+4. Murian STR and END may both reach a maximum value of 18.

Traits

Murian Travellers all possess the following traits:

Armour (+1): A thick hide and subcutaneous fat provide Protection +1 to all Murians.

Claw: A Murian Traveller can attack with claws. This attack uses Melee (natural) skill and does 1D+2 damage.

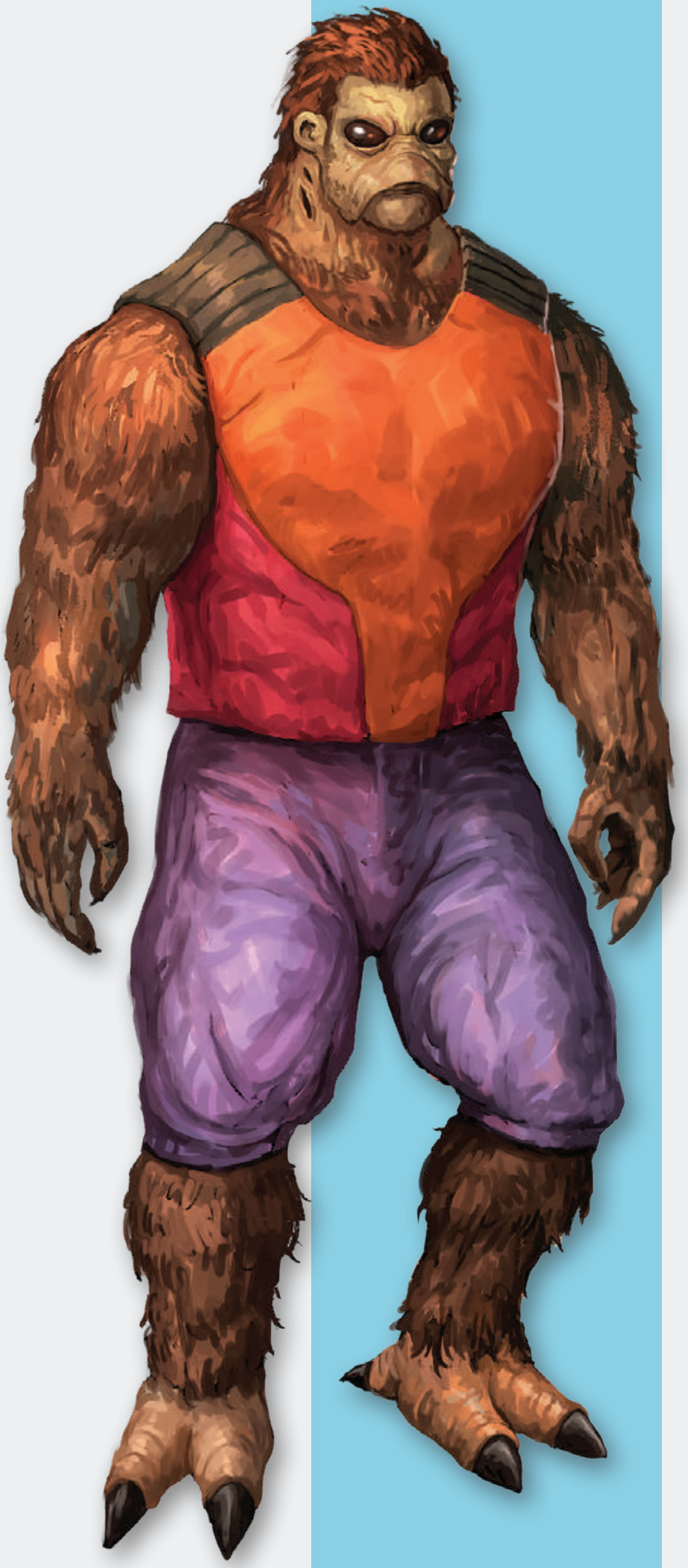
Short Limbs: A Murian has short legs and arms. Base speed for a Murian is four metres per round. Murians suffer DM-1 when using tools and weapons not designed for Murian hands.

Vision: All Murians can see well in low light environments and have sensitivity to some infrared light. They cannot distinguish colours of green, blue or violet. In situations of low illumination, Murians receive no penalty to Recon checks.

Careers

All careers from the *Traveller Core Rulebook* are suitable for Murians.

Electronics and Augmentations: Any Benefit roll providing a Weapon should instead be considered to allow an augment or electronic device of up to TL14 and Cr100000, with additional Benefits optionally either increasing the capabilities of the augment or allowing a more expensive augment. All Murian augmentations have the TL14 Natural-looking, Ruggedised and Self-repairing options at no extra charge. All Murian electronic devices (e.g. computers, transceivers and sensors) are self-repairing.



RESAVOLK

Tumereng, homeworld of the Resavolk, orbits a red dwarf in a distant system at the edge of the Helix Rift. Confined to a single twilight region of their tidally locked world, the Resavolk are a long-lived static culture spread across towns and villages under hazy orange skies.

The Resavolk are a multi-stage species of which only the final iridescent upright biped stage is fully sentient. The first stage of Resavolk life is a larval worm, a live birth from a second stage Resavolk, a quadruped breeder. After successfully giving birth to a litter of 2–6 larvae, this hermaphroditic quadruped enters a chrysalis stage to emerge as a true genderless Resavolk, charged with caring for the prior stage members of its community as it finally learns the language and customs of its people.

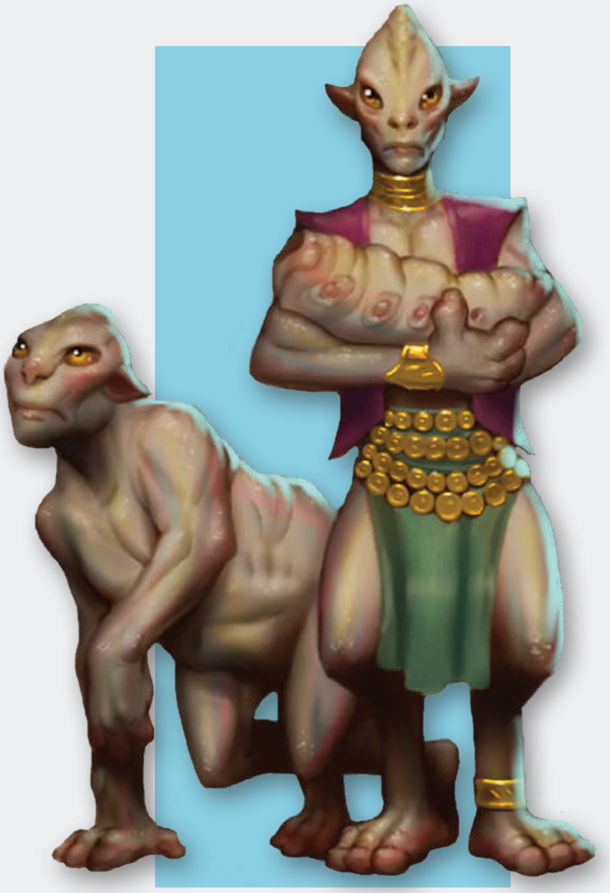
A final stage – or adult – Resavolk stands 1.5–2 metres tall, covered in iridescent scales. They mass 60–80 kilograms. A 'humanoid' head, with pairs of eyes, ears and nostrils and a tooth-filled mouth, is topped with a ridge of bony material that retains this iridescent sheen. Adult Resavolk retain the breeder's digitigrade form of their limbs, with arms jointed at shoulder, elbow and hand. Fingers are four opposable digits in a tulip-like grasper configuration. Wearing short vest-like tunics, Resavolk keep arms and legs free of clothing but generally adorn their limbs with bands of metal or organic bone-like ornamentation. While the larval stage is herbivorous and the quadruped breeder carnivorous, the adult Resavolk consumes a narrow, mostly vegetarian diet supplemented by cheese-like food ritually milked and fermented from the elephant-sized horvas, a domesticated herbivore that is one of the few large animals on Tumereng not following a multi-stage life cycle.

Most significant fauna on Tumereng follows a life-cycle similar to the Resavolk, with the final stage acting as an often suicidal protector of the larval stage of their species. The Resavolk evolved from an order of fauna that substituted guile for zeal in this defence and expanded its responsibilities to caring for the carnivorous second stage, which in most species suffers a high mortality rate prior to mating. Resavolk became dominant on their world by communally protecting the previous stages of life to the point where nearly all breeders survived to reach the adult stage.

Resavolk society developed around communal villages and fenced areas providing sustainment for larval worms and carnivorous breeders alike. A Resavolk spends two standard years as a larva, an average of three as a breeder and then nearly a year in chrysalis before emerging as a full-sized adult with a relatively undeveloped brain. After learning simple language, the Resavolk spends the first dozen years of their life caring for earlier stage Resavolk, first feeding larva, then graduating to the complex tasks of wrangling breeders and feeding them prey.

An adult is tested periodically by its elders. In ancient times, this was an oral test of knowledge handed down in lessons and song. In current Resavolk society, it is essentially a written standardised civil service exam. A Resavolk who fails the test returns to their role as carer. One who passes is assigned to apprentice in a new career.

The communal villages of the Resavolk have existed for at least 50,000 years. Metalwork emerged 20,000 years later and subsequent technological progress has been steady but slow. Current technology includes steam engines although these are crude stationary devices employed to assist in mining, not suitable for powering trains or ships. Transportation, trade and communication is based on a system of dirt roads travelled by Resavolk mounted on horvas or driving horvas-pulled wagons. Electrical devices exist but these are more curiosities than practical machinery. On a world orbiting a red dwarf prone to flares, telegraph wires are impractical as induced current from flares will burn out equipment.



CREATING RESAVOLK TRAVELLERS

Very few Resavolk ever leave their homeworld. Those who do often quickly return home confused or frightened by foreign cultures.

Characteristics

Resavolk Travellers roll SOC on D3+5.

Traits

Resavolk Travellers have no exceptional traits. They must gain the Language skill to speak any language but their native tongue.

Careers

Most Resavolk will follow the Drifter (barbarian) career and will automatically qualify for it. Resavolk who leave their homeworld must do so as a Drifter in their first term but may attempt to qualify for any career in the *Traveller Core Rulebook* except Noble thereafter. Only a Resavolk who somehow reaches SOC 10+ may qualify for the Noble career.

Resavolk society is a monoculture, numbering 60 million adults tied together by common language and customs but not formally united in a monolithic government. The Resavolk are confined to a small fraction of their world, a single rocky continent with one coast facing the steaming seas of the bright side where orange organic smog flows towards the night and the other coast facing dark icy seas where nothing but ice-adapted microbes cling to life, absorbing nutrients from the smog when it falls as orange snow.

The nearest system to Tumereng is three parsecs distant, an isolated non-spacefaring human world on the border of the Altarean Confederacy. Human explorers and traders must cross a four parsec gap from systems to coreward to reach Tumereng, a journey rarely undertaken. The Resavolk have made no provision for starships to land and the soil on Tumereng is notoriously porous, making any touchdown hazardous. Tumereng is not officially interdicted and the Resavolk are not hostile or awed by visitors from the stars. They are mostly indifferent to contact, unimpressed by technology or alien cultures.

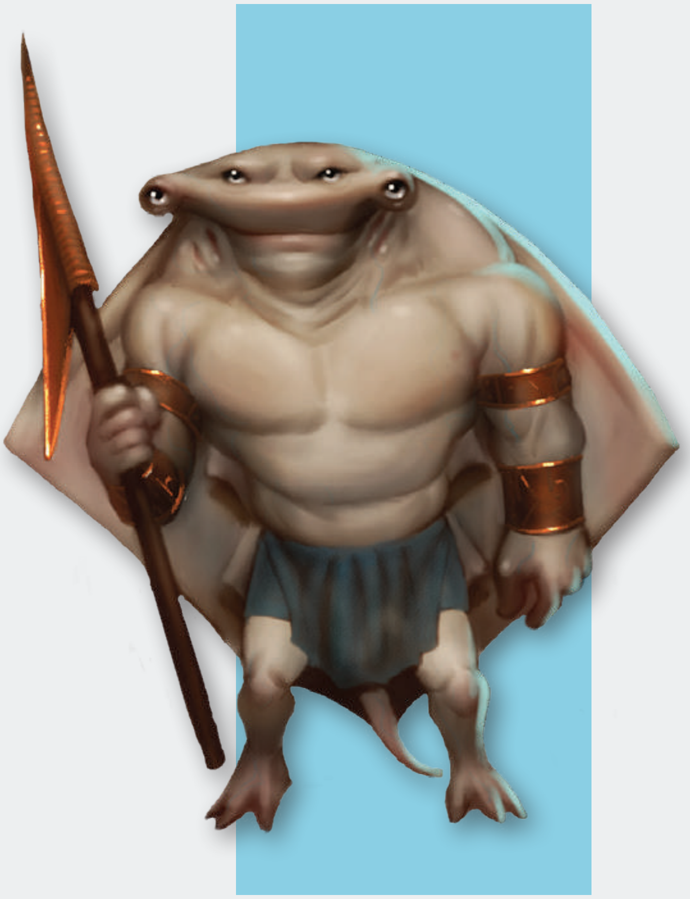
THONANE

Also known as Snow Ghosts, the Thonane are manta-like flying hunters native to the small cold world of Balchik on the Tellerian Main. The primitive Thonane are hostile to outsiders and their world has been formally interdicted since the signing of the Council of Worlds Agreement in 1089 and informally protected for centuries prior.

The Thonane are the apex predators on Balchik, which orbits in the outer habitable zone of a relatively young F8-type main sequence star. Despite the low gravity of only 0.39 standard, the 100-kilogram Thonane find it difficult to fly in Balchik's thin atmosphere. Rather than soar high, the manta-shaped Thonane are ground-effect fliers, riding a curtain of air compressed beneath their wedge-shaped bodies. Thonane are cartilaginous, lacking an internal skeleton. The white-skinned Thonane blend into the snowy tundra landscape of their homeworld with only their four grey eyes visible to prey. Two of those eyes are close-set, the other two set at the end of a hammerhead-like forewing overhanging a mouth of razor-sharp teeth. Unlike a Terran manta, the Thonane also have four underdeveloped short ventral limbs resembling fins that end in gripper-like clamps.

Thonane mated pairs produce a single offspring every Balchik spring, just after the equinox of the 2.35 standard year-long local year. While one parent guards the nest, the other hunts, eats and regurgitates food to feed the new-born until summer, when it is able fly and hunt for itself. The summer gathering brings parents and their new child back into the band of 40–60 Thonane that forms the basic societal unit, permanently comprised of related young, elderly and unpaired Thonane. The band will hunt together, set up camps and organise more complex activities – including mining and refining metals for the hunting implements which have allowed the Thonane to become the unquestioned apex predator of Balchik. Every autumn, bands will join together in a clan gathering of thousands of Thonane, where stories are shared, gods worshiped and new pairings established and consummated. A Thonane becomes sexually mature at five local years of age and, once paired, joins the band of the male's family.

The first documented encounters with the Thonane date from an IISS expedition to the Tellerian Cluster in 379. A survey party was attacked by a Thonane band that killed two scouts with bronze-tipped spears before taking casualties and retreating. Autopsies on the slain Thonane implied human-level intelligence, as did the weapons and tactics displayed during the attack. The IISS expedition withdrew to conduct remote observations. A follow-on expedition in 402 further



documented Thonane culture and named the race after Joane Thonane, one of the two scouts killed in the first expedition. Thonane language is mostly ultrasonic and remains untranslated.

The Thonane maintain a nomadic lifestyle but regularly visit the same camps, mining sites and gathering places. Clans occupy most of the land surface of the small world of Balchik, named after Jenni Balchik, the other scout killed in that first encounter, and are estimated to number 60 million individuals. Thonane clans are territorial but bands are not, occasionally joining up to hunt a large herd of prey or cooperating on mining and smelting operations. No higher organisations than clans exist but researchers have identified at least seven different 'tribes' or cultures, with some living year-round in the snowy biomes stretching nearly into the tropics and others spending summer months in the shrublands covering the equatorial regions.

The expedition of 402 uncovered radar evidence of five widely separated ruins of town-like settlements, all at least 15,000 years old, suggesting the Thonane may have once begun the road to civilisation and explaining the persistence of metallurgy in their otherwise less-developed culture.

During the initial settlement of the Tellerian Cluster, the IISS received guarantees the colonists would avoid contact with the Thonane. This was entirely voluntary as Balchik was far from any Imperial interdiction authority. As the Balchik system lies on the Tellerian Main and has five gas giants, it is often used by trading vessels as a refuelling stop for traffic passing to and from the Telborne Spur but few ships have had any desire to visit the world itself. The voluntary 'interdiction' usually holds, although some ships not well-equipped for gas giant refuelling instead gather fuel from Balchik's seas or polar icecaps. A few encounters between icecap refuellers and Thonane bands have been recorded, mostly ending in violence or the retreat of one party or another. The Council of Worlds Agreement explicitly bans refuelling on Balchik but efforts to create a neutral interdiction detachment to enforce the ban have failed.

CREATING THONANE TRAVELLERS

No Thonane are known to have left their homeworld but it is possible that smugglers, corsairs or hunters may have illegally carried off individuals or even whole bands.

Characteristics

Thonane Travellers roll STR on 1D, DEX on 3D, END and INT on 2D, and EDU and SOC on D3.

Traits

All Thonane Travellers have the following traits:

Flyer: On worlds of Size 4 or less and with Atmospheres 4+, Thonane can fly at a speed of nine metres (Idle Speed Band) after a nine metre running start. Thonane travel only at a speed of three metres on the ground.

Hunter: All Thonane possess the Flyer (natural) 1, Melee 0, Recon 1 and Survival 1 skills. Thonane receive DM+1 on all Recon checks and DM+2 on any Stealth checks in snowy terrain.

Careers

Thonane can only follow the Drifter (barbarian) career but may substitute the Flyer (natural) skill in lieu of any Animals, Seafarer or Melee skills rolled.

VEGHU

The surface of the world of Xtus is not habitable. It is an icy landscape of dead volcanoes and tiny seas frozen almost solid, its atmosphere stripped of nearly all oxygen and laden with toxic dust. The Veghu do not live on the surface but in vast lava tunnels far underground. The race was not discovered until a mining operation cut into a tunnel in 843 and for a century the Veghu remained a mysterious ghostly presence, their true nature only gradually revealed.

The Veghu are not humanoid and are in fact polymorphs – bags of fat and muscle able to change shape to move within tunnels and squeeze through narrow openings. The pale, blind beings communicate via sound and vibration, and subsist on a varied diet of bacterial films and creatures that feed on this base of the Xtus subterranean food chain. A Veghu can mass as much as two tons, although vital organs such as the brain and digestive system account for only 50 kilograms of mass. The rest is a soft, near translucent outer body serving as a locomotion and feeding apparatus. Vibrations of this outer 'bag' form the basis of communication.

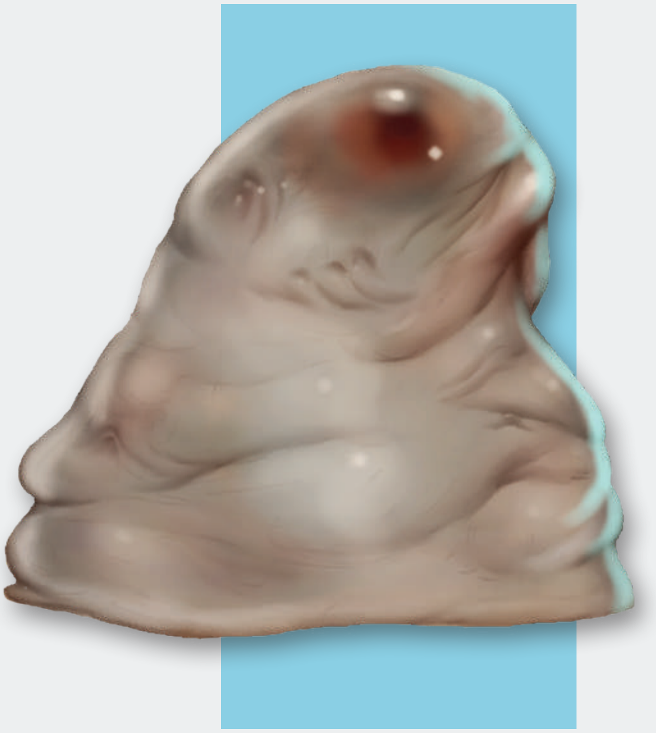
Veghu reproduce by budding, with a new set of 'brain and guts' forming in a pocket and then separating to begin an independent existence. Reproduction among Veghu seems to be a voluntary act, requiring no specific external stimulus, although it generally occurs only when surplus nutrients are available.

A 'new-born' Veghu masses 50–80 kilograms and has an independent personality from the moment of separation, maintaining no particular relationship with its parent body. A Veghu will grow to full size within two decades and appears to have a potentially unlimited lifespan, although identification of individuals began only 150 years ago and the Veghu have only a vague concept of time.

The age of Veghu civilisation is uncertain. They maintain sprawling 'cities' of domiciles and bacterial film 'farms' in lava tunnels, which can span more than five kilometres in width and hundreds of kilometres in length. Intricate 'clockwork' waterworks provide irrigation and flood control across these settlements. The closest equivalence to a Veghu government is what could be termed a water control district, which maintains complex rules for personal allocations and maintenance obligations. Although without a written language, they maintain an oral tradition, work mines and refine metals for use in construction and artwork. Their 'farmers' modify the ecology of their tunnels to ensure a constant food supply.

Although initial encounters with human miners led to violence based on fear and ignorance on both sides, the Veghu are not unfriendly to outsiders and have allowed sophontologists to study them. They have negotiated mining agreements with corporations who adhere to environmental restrictions ensuring no damage to lava tube regions.

The system of Xtus lies on the Tellerian Main but is outside the Tellerian Cluster as defined in the Council of Worlds Agreement. Located between the Mayan dependency of Cinhoss and the war-torn Andwella system, the Mayan government maintains a small orbital station to prevent miners or marauders from taking advantage of the Veghu or violating basic environmental protocols. The Mayan station supports cultural missions to the Veghu, including a long-term IISS research team studying the culture of the subterranean race.



Veghu

Animal	**Hits**	**Speed**
Veghu	60	3m
Skills	Melee 0, Survival 1	
Attacks	Crush (4D)	
Traits	Large (+3), Tough	
Behaviour	Omnivore, Sophont	

The Veghu are not suitable as Travellers. They are unable to leave their subterranean habitat and have little ability to interact with an external environment.

ZHDIANSHE

Dablrel is a small desert world with a highly inclined axis orbiting a dim orange subdwarf star within the confines of the Zhodani Consulate Colonnade Province. The native Zhdianshe have had contact with Vlazhdumecta and Zhodani explorers and merchants for thousands of years but retain their unique culture even as they participate as full members of Colonnade Province society.

The Zhdianshe are nocturnal flying scavengers, thin brown hard-shelled beings with four limbs and four broad wings. Although able to communicate in Zdetl and with telepathy, the Zhdianshe native language consists of whistles, many beyond the range of human hearing, so when talking to outsiders they have adopted the Zhodani name for their people and world. A Zhdianshe adult masses only 30–40 kilograms but is close to two metres tall and has a 3–4 metre wingspan. Two large yellow eyes give excellent night vision and four antennae provide not only hearing and smell but also a low-resolution echolocation sense to guide Zhdianshe flight in total darkness. When not in flight, the four broad gossamer wings can fold into an individual's back but without their wings at least partially deployed the Zhdianshe find breathing in a thin atmosphere difficult, especially in warm conditions. Six long fingers and toes at the end of each limb provides the Zhdianshe with excellent manual dexterity while still allowing rapid locomotion along the ground. With their homeworld's gravity only 0.51 standard, a Zhdianshe finds movement difficult in standard and high gravity.

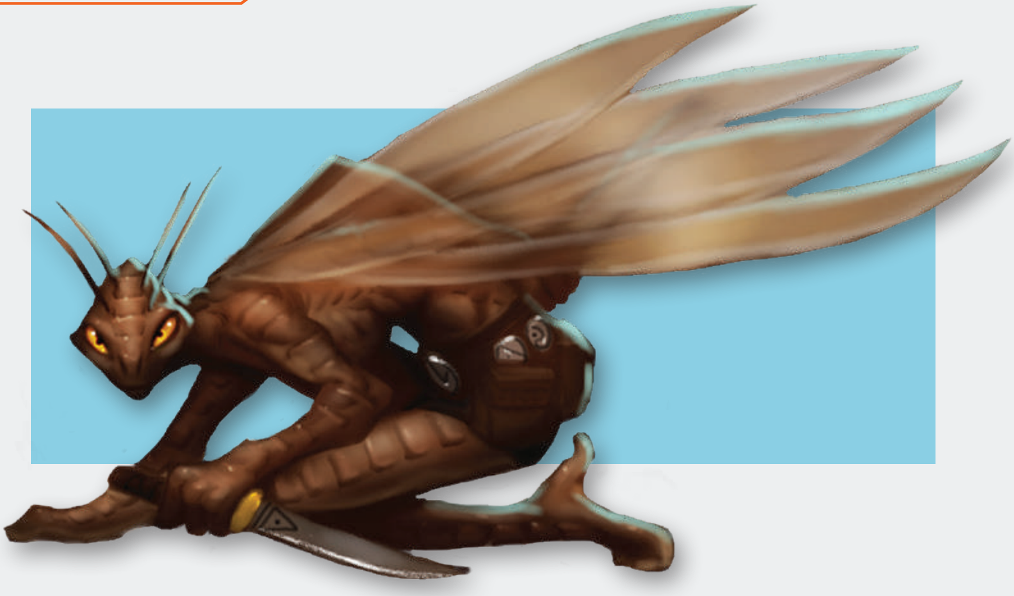
Zhdianshe are communal beings, living in extended family homes in Dablrel's vertical cliff cities. Male and female Zhdianshe are externally indistinguishable, except by pheromonal secretions, and both sexes share in the raising of offspring, generally maintaining lifetime monogamous pairings. Females give live birth to small 'grubs' massing less than 100 grams, who transform into miniature versions of adult Zhdianshe within a few standard months of birth. Learning to fly before the age of one standard year, young Zhdianshe remain in their parents' household through seven moultings, reaching adult size after 12–14 standard years.

The Zhdianshe evolved as cliff-dwelling nocturnal scavengers and hijackers, rarely hunting but often stealing and flying off with the prey of carnivores or at least stealing a tasty mouthful while other Zhdianshe swooped to distract the predator from its kill. The small world of Dablrel is gradually dying, with only a few briny seas remaining in the basins of once vast oceans. The cliffside dwellings of the Zhdianshe were once continental shelves or underwater mountain ranges of a world whose tectonic activity has long since ceased. Increasing drought and receding seas put stress on proto-Zhdianshe communities, leading to both greater cooperation within bands and greater competition between bands for diminishing resources.

While competition led to occasional low-level warfare, it also led to innovations, mostly in intellectual developments such as language and tactics and – within the past 13,000 years – psionics, initially just telepathy and clairvoyance. Zhdianshe myths tie the emerges of psionic powers to the 'Death of the Bright Eye', the demise of the red giant that became the Helix Nebula. When the Bright Eye star, known in Zhdianshe pre-history for its variable nature and hazy appearance from previous eruptions, faded for the last time, it was a major event on Dablrel despite the Helix being nearly 30 parsecs distant. The event is immortalised in Zhdianshe myth as the trigger of the 'Mind Voice' and 'Inner Eye' among the legendary First Tribe. This tribe eventually became dominant over the entire world. This domination was both peaceful and otherwise. Genetic analysis points to the close relationship of all living Zhdianshe to a small group that lived 12–14,000 years ago, although various remanent populations appear to have been absorbed rather than driven to extinction by violence or competitive means.

Zhdianshe society developed metal tools by -8000. Steam power and electricity emerged by -3000, a period after the racial and cultural dominance of the Frist Tribe was well established. Initial contact with Zhodani explorers occurred shortly thereafter and after some difficulty the two races achieved telepathic contact. The distant Zhodani did not follow-up to maintain permanent interaction. Zhodani expeditions to the Helix Nebula and Great Rift visited Dablrel at near millennial intervals but permanent contact awaited the establishment of the *Driantia Steblenzhtia* in 626. As a technological race with psionics as part of their culture, the Zhdianshe were in the unusual position of applying for membership in the Zhodani-dominated polity. The intervention of High Councillor Chyia Nedlkel allowed entry of the Zhdianshe into the nascent Zhodani state. The nature of Zhdianshe society, with all individuals afforded psionic training, was a stated precedent for Chyia Nedlkel's reforms on the world that now bears his name. While those reforms have since ended, Zhdianshe culture retains its egalitarian psionic training regime, now expanded with Zhodani assistance to include learning psionic talents for those few Zhdianshe with potential in other disciplines.

As full members of the Colonnade Province, the Zhdianshe can travel offworld and participate in interstellar society. They are few in number – their population is less than five million, of which four million still reside on Dablrel – but family units of Zhdianshe have settled on a number of Colonnade worlds and individuals have seen service in Zhodani civilian enterprises and, it is rumoured, intelligence agencies including the Tavrchedl' and the Tozjabr.



CREATING ZHDIANSHE TRAVELLERS

Zhdianshe Travellers are generally only found within the confines of the Colonnade Province, although some individuals have chosen to wander further in the course of their lives.

Characteristics

Zhdianshe Travellers roll STR on 1 and DEX on 2D+2. PSI is rolled immediately on 2D but treat dice rolls of 1 as 2 instead. PSI and SOC are tied, with starting SOC being equal to starting PSI. SOC can never exceed PSI but circumstances may decrease SOC to a level below PSI.

Traits

Zhdianshe Travellers all possess the following traits:

Aging: Zhdianshe are long-lived. Zhdianshe do not need to make aging rolls until they have completed their eighth term and receive DM+6 on all aging rolls. PSI is treated as a mental characteristic for aging.

Echolocation: A Zhdianshe can see well in low-light situations and use a crude echolocation to determine shapes and obstacles in complete darkness. A Zhdianshe receives no negative DM in all but absolute darkness, where they suffer only DM-1 and cannot discern targets more than 100 metres distant without clairvoyance. Zhdianshe generally wear darkened goggles in daylit illumination. Without darkened googles, Zhdianshe suffer DM-2 to checks requiring vision or DM-1 if they can close their eyes and use echolocation as a substitute.

Flyer: Zhdianshe can fly on Size 5 or smaller worlds with a thin or denser atmosphere, Size 6 with a standard or dense atmosphere or Size 7 with a dense atmosphere. Flying speed is 10 metres.

Psionics: All Zhdianshe receive psionic training in childhood. Telepathy is automatically gained and trained to Telepathy 2. Additional talent acquisition follows the procedure in the *Traveller Core Rulebook*, page 196, but the next attempted talent must be Clairvoyance, which will be trained to Clairvoyance 1 if gained. Additional talents may be gained as normal but are only developed to skill level 0 as part of initial training.

Careers

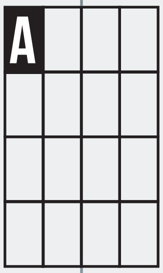
All careers from the *Traveller Core Rulebook*, including Psion, are suitable for Zhdianshe but they receive DM-4 when attempting to qualify for the Army or Marine careers, as these organisations are not equipped to equip them.

ISSOUDUN

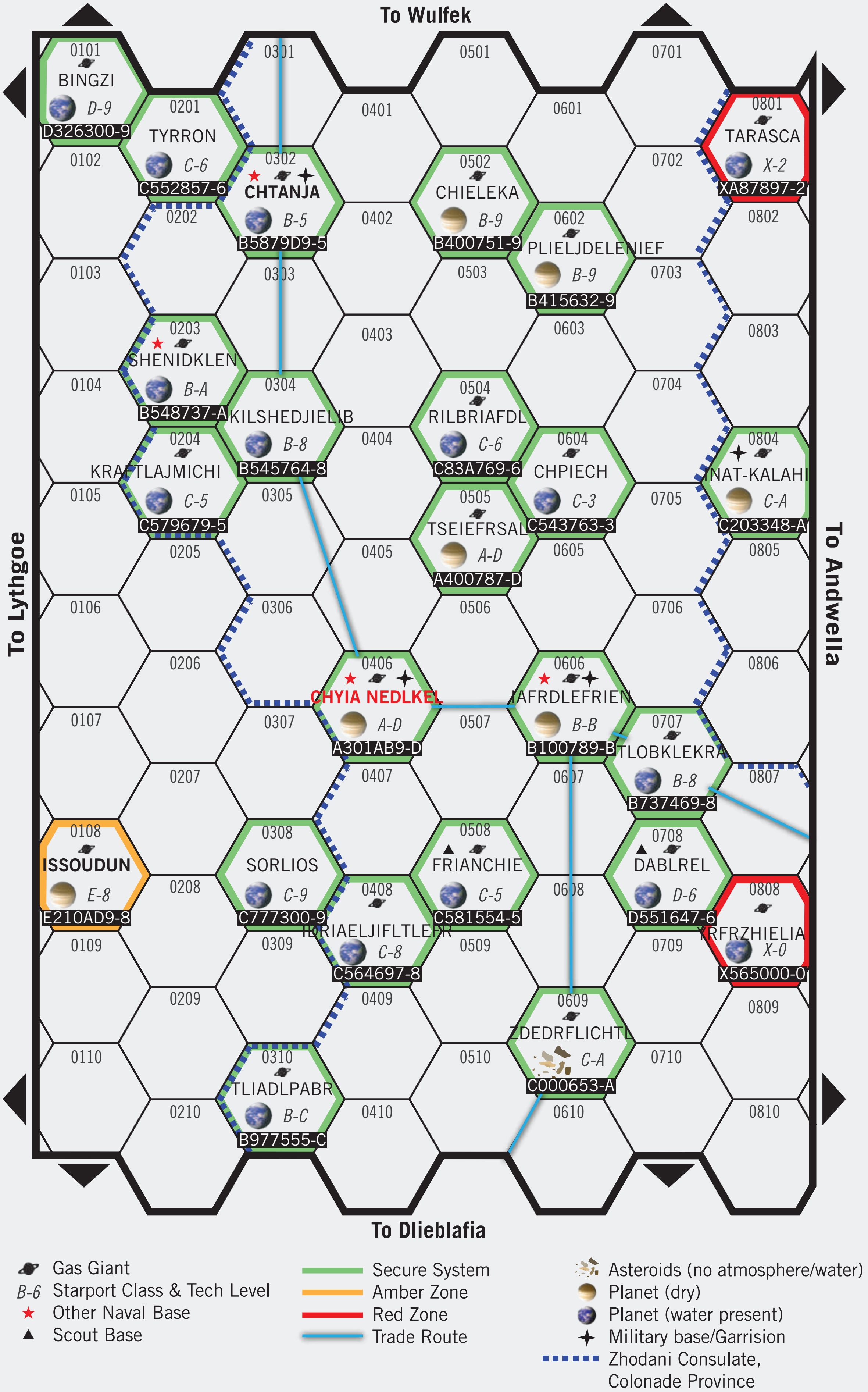
The Issoudun subsector contains the oldest human settlements in the Vanguard Reaches, with a history stretching back 4,000 years. For all but the last half millennium, those scattered settlements remained insignificant, comprising a few scattered Vlazhdumecta and Zhodani outposts and the frozen world of Issoudun, a way station to the distant Sindalian Diaspora world of Fulani. Issoudun, which gives its name to the subsector on Imperial charts, was originally occupied in -1492 and lost contact with Fulani within a century, its people surviving hardships in underground isolation for two millennia. The other worlds at least received some intermittent Zhodani contact over the centuries but no effort at full colonisation began in the late 500s. In recent centuries, the region has expanded to become the most populous subsector of the Vanguard Reaches and the heart of the Zhodani's most rimward region.

Originally called the *Driantia Steblenzhtia* or Vanguard Consulate, the Zhodani Consulate Colonnade Province began its expansion into the region with the goal of countering the wave of colonists from the Third Imperium. Devoid of garden worlds, the subsector has grown unevenly, with most of the population still residing on the two long settled worlds of Issoudun and Chyia Nedlkel.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Bingzi	0101		D326300-9	Lo			G
Chieleka	0502		B400751-9	Na Va		Colonnade Province	G
Chpiech	0604		C543763-3	Lt Po		Colonnade Province	G
Chtanja	0302	N M	B5879D9-5	Hi Lt		Colonnade Province	G
Chyia Nedlkel	0406	N M	A301AB9-D	Hi Ht Ic In Na Va		Colonnade Province	G
Dablrel	0708	S	D551647-6	Ni Po		Colonnade Province	G
Frianchie	0508	S	C581554-5	Lt Ni		Colonnade Province	G
Iafrdlefrien	0606	N M	B100789-B	Na Va		Colonnade Province	G
Idriaeljifltlefr	0408		C564697-8	Ag Ni Ri		Colonnade Province	G
Inat-Kalahi	0804	M	C203348-A	Ic Lo Va			G
Issoudun	0108		E210AD9-8	Hi In Na	A		G
Kolshedjielib	0304		B545764-8	Ag		Colonnade Province	
Krafltlajmichi	0204		C579679-5	Lt Ni		Colonnade Province	G
Plieljdelenief	0602		B415632-9	Ic Ni		Colonnade Province	G
Rilbriafdl	0504		C83A769-6	Wa		Colonnade Province	G
Shenidklen	0203	N	B548737-A	Ag		Colonnade Province	G
Sorlios	0308		C777300-9	Lo			
Tarasca	0801		XA87897-2	Lt Ri	R		G
Tliadlpabr	0310		B977555-C	Ag Ht Ni		Colonnade Province	G
Tlobklekra	0707		B737469-8	Ni		Colonnade Province	G
Tseiefrsal	0505		A400787-D	Ht Na Va		Colonnade Province	G
Tyrron	0201		C552857-6	Po			
Yrfrzhielia	0808		X565000-0	Ba	R	Colonnade Province	G
Zdedrflichtl	0609		C000653-A	As Na Ni Va		Colonnade Province	G



ISSOUDUN SUBSECTOR



To Wulfek
To Lythgoe
To Andwella
To Dlieblafia
0101
BINGZI
D-9
D326300-9
0102
0103
0104
0105
0106
0107
0108
ISSOUDUN
E-8
E210AD9-8
0109
0110
0201
TYRRON
C-6
C552857-6
0202
0203
SHENIDKLEN
B-A
B548737-A
0204
KRAFTLAJMICHI
C-5
C579679-5
0205
0206
0207
0208
0209
0210
0301
0302
CHTANJA
B-5
B5879D9-5
0303
0304
KILSHEDJIELIB
B-8
B545764-8
0305
0306
0307
0308
SORLIOS
C-9
C777300-9
0309
0310
TLIADLPABR
B-C
B977555-C
0401
0402
0403
0404
0405
0406
CHYIA NEDLKEL
A-D
A301AB9-D
0407
0408
IDRIAELJIFLTLEFR
C-8
C564697-8
0409
0410
0501
0502
CHIELEKA
B-9
B400751-9
0503
0504
RILBRIAFDL
C-6
C83A769-6
0505
TSEIEFRSAL
A-D
A400787-D
0506
0507
0508
FRIANCHIE
C-5
C581554-5
0509
0510
0601
0602
PLIELJDELENIEF
B-9
B415632-9
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CHPIECH
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IAFRDLEFRIEN
B-B
B100789-B
0607
0608
0609
ZDEDRFLICHTL
C-A
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0701
0702
0703
0704
0705
0706
0707
TLOBKLEKRA
B-8
B737469-8
0708
DABLREL
D-6
D551647-6
0709
0710
0801
TARASCA
X-2
XA87897-2
0802
0803
0804
INAT-KALAHI
C-A
C203348-A
0805
0806
0807
0808
YRFRZHIELIA
X-0
X565000-0
0809
0810
Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
▲ Scout Base
Secure System
Amber Zone
Red Zone
Trade Route
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)
✦ Military base/Garrision
Zhodani Consulate, Colonade Province

A population of 22.2 billion inhabits 23 of the subsector's 24 systems. Ten billion inhabitants live on the long-isolated outpost of Issoudun and 600 million on the regressed Imperial-settled colony of Tarasca. Most of the rest are the descendants of Zhodani or Vlazhdumecta colonists living among the 18 systems claimed by the Colonnade Province, a territory that includes the desert world Dablrel and its four million Zhdianshe natives.

CHTANJA

Chtanja is one of the most clement worlds in the subsector. It was settled in 576, early during the Zhodani push rimward. The world's very habitable quality encouraged a back-to-nature movement among its leadership called the *Virechiei Zdabr* or Method of Bliss. This philosophy disdains the trappings of technology, focusing on harmony between mind and nature and encouraging a simple lifestyle in towns and villages surrounded by agricultural land.

Orbiting a close binary of orange and red dwarf stars, Chtanja is well suited for human habitation, with a moderate but stormy climate affected more by the world's eccentric orbit than its axial tilt. Flight is less difficult in Chtanja's low gravity and dense atmosphere, so the world boasts a large variety of flying species, some of considerable size. A stalling tectonic system and erosion from powerful storms has worn away mountain ranges, leaving much of the world's three continents dominated by hilly terrain and wide river systems covered with flora whose broad flexible trunks rise as much as 200 metres above the ground. Much of the best agricultural land has been cleared of these 'trees' and crisscrossed by canals used for both transportation and flood control.

Chtanja was settled with the intent to provide a breadbasket for further colonisation rimward. For the first 60 years of the colony, the emphasis was on clearing land and encouraging imported crops to grow. The local ecosystem fought back, with creeper vines, insectoids and fungoids damaging crops and threatening the colony with starvation, making the world a net importer of food. Rather than abandon the colony, its leaders devised a different strategy, adapting native crops with potential for human consumption. Significant genetic engineering helped accomplish this task and by 700 Chtanja had again become a net exporter of food, with large farms spreading across the river basins. The intensive farming techniques used to spread these modified organisms required significant investments in capital and a regimented workforce but as machinery wore down a new paradigm arouse among the farming communities; working with nature not against it. Hybrid farms, mixing native, modified and imported crops and animals provided similar yields to those reliant on machinery and regimented fields. By 800, this natural method had prevailed across the planet and had evolved from farming practice to a philosophy of life, the Method of Bliss or *Virechiei Zdabr,* based on the natural cycles of Chtanja.

The current society on Chtanja concentrates on local resources and simple technology. Lacking the technical knowledge to produce nuclear power and without reserves of fossil fuels, what little machinery exists on Chtanja uses biomass and alcohol for fuel in simple internal combustion engines. Where possible, wind and water provide power. The extensive network of canals is filled with barges using engines only as supplemental power when the current or wind is unfavourable. A few rail networks exist but most commerce is waterborne. Remote towns are served by dirigible craft, taking advantage of the low gravity and dense air to carry heavy loads across the rugged terrain beyond the vast fields of the river basins.

Blamed with spreading 'negative energy', electricity is essentially banned outside Chtanja's starport. The port is located on an island in a delta at the confluence of two major river systems. Subject to monsoonal storms with high winds, the downport is often shut down for days at a time, with traffic rerouted to an extensive highport maintained by the Colonnade government. Rather than rely on electric lights, towns, villages and individual homesteads utilise bioluminescent plants to illuminate the dark. Without radio, news travels slowly across the world. Few high mountains and a short horizon limit the reach of the heliograph stations used to carry notifications across the settled regions of the globe. The interplay between Chtanja's eccentric orbit, axial tilt and the revolution of its two primary stars can lead to complex weather patterns over the course of a year of 280 standard or 225 local days. A weather station at the highport develops sophisticated forecasts and monitors weather events but with the slow propagation of news the most efficient method of communicating to remote villages is via a telegraphic flashing of lights from the highport, visible even in daylight with a small telescope.

Visitors to Chtanja who wander beyond the starport island encounter friendly locals who are very enthusiastic about converting others to their simple lifestyle and explaining the evils of electricity. The lack of mechanisation requires hard work to bring in a harvest to support the billion residents of Chtanja, a population growing rapidly as families continue to have many children to help with the farm work.

CHYIA NEDLKEL

The gas giant moon currently named Chyia Nedlkel was first settled as a mining and refuelling outpost by the Vlazhdumecta human Minor Race sometime prior to -2950 and has borne many names during its long history. Originally called Zdodren, and penultimately Zhdeqr, the world takes its current name from High Councillor Chyia Nedlkel who in 666 initiated since-repealed reforms to open psionic testing and training to all of the world's citizens.

The rocky moon of the system's only gas giant suffered a catastrophic impact with a neighbouring moon early in its history, resulting in a fragmented landscape rich in both volatiles and metals. The moon's parent body orbits in the outer half of its orange dwarf sun's habitable zone. The gas giant, which has retained the name Adliansh for the system's entire history, has a moderating effect on the moon's climate. This made the world sitting near the edge of the system's jump shadow an ideal place for early explorers and prospectors to resupply. Easy access to both metals and ice on the moon's surface enabled the small self-sufficient installation of Zdodren to survive loss of contact with Vlazhdumecta civilisation around -2900. Very sporadic contact with Zhodani exploratory expeditions continued for thousands of years as the settlement grew from a single outpost into numerous surface mining settlements and large subterranean cities.

The world already supported a population in the billions before the founding of the *Driantia Steblenzhtia* in 626 and was the obvious choice as the capital and focus for the colonisation effort underway. At this time the world was called Zhdeqr and had developed a culture mixing Vlazhdumecta and Zhodani customs with a locally evolved tradition of egalitarianism brought upon by the shared struggle to survive on a vacuum world at the edge of settled space.

By the time new waves of Zhodani colonists arrived, the culture on Zhdeqr was divergent. Contact with the Zhdianshe of Dablrel, who trained all of their young in psionics, reinforced the egalitarian beliefs of many local leaders, especially Chyia Nedlkel, who became a High Councillor of Zhdeqr in 656 and who a decade later instituted reforms calling for the psionic training of all of the world's citizens – not just those lucky enough to be born as Nobles or talented enough to become Intendants. This reform proved popular on Zhdeqr but not across the region and certainly not with the Zhodani Consulate leadership.

Rather than immediately suppressing this 'heresy' Zhodani intelligence agents and covert operatives worked to contain the practice and ensure its ultimate failure. After Chyia Nedlkel's death in 674, new leadership venerated the popular leader by supporting the effort to rename the world in his honour but they took steps to limit the economic and societal disruptions arising from the psionic training of the majority of the population. Economic decline and increased crime worked in the counter-reformers' favour but the first attempt to repeal Chyia Nedlkel's reforms brought the world to the brink of civil war in 680. The compromise solution eventually accepted was to return to training only those Proles with enough talent to become Intendants but also to limit the Nobility to those families with equally qualified members. In theory, this was a social revolution but in practice all but the smallest Noble families had some member talented enough to qualify and this person became the titular head of the family. With careful orchestration from the Tavrchedl', or Thought Police, the counter-reformation took hold. By 700 the world, although still named Chyia Nedlkel, had abandoned his reforms and returned to the norms of Zhodani society.

Being by far the most populous world and largest economy in the region during the *Driantia Steblenzhtia's* early expansion, Chyia Nedlkel remained the capital after the *Driantia Steblenzhtia* merged with the Colonnade Administrative District to coreward in 879 to become the Zhodani Consulate Colonnade Province. Still, the Zhodani establishment did not fully trust the people of the world and as the region diversified and settlement pushed further rimward, the capital moved to Nielkladlief in 966.

Chyia Nedlkel is home to more than a sixth of the Colonnade's population and a source of almost a sixth of its economic output but its influence on the region has diminished over the centuries. Many of its nobles blame loss of dominance on the world's namesake and have begun a movement to change the world's name. The major issue is what this name should be; the world has had six names during its long history. There are those who want the world to revert to a name from its more illustrious past and who argue over which name to choose and there are those who want an entirely new name to launch a new era for the world.

The people of Chyia Nedlkel have mostly forgotten the reforms of its namesake. Education focuses on the long continuity of settlement and longer continuity of the Zhodani Consulate, whose nearly 8,000 year history makes it by far the oldest human polity in continuous existence. The populace lives in crowded cities beneath the surface, inverted arcologies that bear no resemblance to the ancient mines where their ancestors once eked out a precarious existence. The Tavrchedl' keep the peace, the Nobility is a distant presence and whatever new name the world may take, a generally prosperous existence is likely to continue beneath the desolate surface, just as it has for thousands of years.

ISSOUDUN

The outermost planet around a red dwarf star, the frozen world of Issoudun is home to one of the oldest colonies in the Vanguard Reaches. The small, frozen, long-isolated world is completely covered in a black organic polymer, which protects its 10 billion inhabitants from the harsh environment and provides the basis of an almost symbiotic relationship between the world and its people.

Orbiting far beyond the habitable zone of its dim star and the orbit of the system's only gas giant – a superjovian world with extensive radiation belts – Issoudun was a world whose rugged crust of frozen methane and ammonia ices separated its trace nitrogen atmosphere from deep aquafers of briny water. With a surface temperature averaging 70K, it seemed an unlikely place for an outpost but the Issoudun system stands at an end of a Main stretching halfway across the Fulani sector and includes the world Fulani, one of the furthest outposts of the Sindalian Diaspora. Attempting to maintain ties back to Corella and other settlements in The Beyond, the settlers of Fulani established a few outposts to support the rare ships making the journey 40 parsecs to trailing. The refuelling station at Issoudun, with an ice mine and minimal maintenance facility, was established in -1492 and saw its last ship in -1407. At the time, nobody realised this ship, whose name is long forgotten, would be the last. It never reached its destination. Fulani was already collapsing to pre-spaceflight technology and never sent a follow-on expedition to evacuate the 60 station personnel on Issoudun or any of the personnel on the scattering of other lost outposts between Fulani and Corella.

The Sixty, as they are now called, did the best they could to survive on a frozen iceball with almost no stone or metal. They processed methane, ammonia and water into organic polymers able to withstand the frozen temperature and near vacuum on the surface. Beneath this black organic dome, they dug into the ice, securing more watery resources and over time, they expanded, growing bacterial and fungal crops. They developed engines powered by organic decay, small temperature differentials and the feeble light of a red sun to produce enough energy to keep the colony warm while still keeping the surrounding gases frozen.

For three centuries the settlement struggled against extinction, eventually growing to 600 people who called themselves the Children of the Sixty and developing an environment that at least let them cling to life. In -1103 the Zhodani Great Rift Expedition discovered the colony and established tentative contact, eventually gifting them fabrication tools, a small power plant and some bacterial cultures suitable for growing a larger variety of food. After this fleeting encounter, Issoudun returned to isolation, remaining uncontacted for more than 1,300 years until rediscovered by a deep space exploration mission from the Imperial Interstellar Scout Service.

In the long interval, the Children of the Sixty had adapted to their world, spreading black domes across the surface, drilling new wells and caverns, and eventually covering the entire surface of the small world – over 30 million square kilometres – with a polymer that harvested the dim red sunlight and provided a barrier to keep in heat and atmosphere. A second barrier insulated the icy surface from the habitable layer, preventing the surface from turning into methane and ammonia slush. Between these two barriers lived billions of humans, adapted to gravity a tenth of standard and light dimmer than twilight. The scout contact team dubbed them 'pale giants'.

The Children of Sixty consider themselves an integral part of the ecology of Issoudun. As the only macroscopic life on the world, they are the caretakers of the 'Black Sky' and 'Black Earth'. Centuries of precarious existence ingrained careful conservation, now ritualised into religion. Nothing is wasted, including the dead who feed the vats that nourish the Children. Everyone contributes to the survival of the whole; those who represent a drain of resources are expected to submit to voluntary euthanasia, a process so ingrained in the culture that few resist and those who do are cut off from the community and left to starve to death without access to daily rations. Technology is cloaked in ritual and mysticism. Those who run the machines are elevated through a long apprenticeship to the status of Elder, with authority over their local community.

Despite a population of approximately 10 billion, Issoudun does not seem crowded. Most Children live in a Nexus of a few hundred people surrounded by food vats and the workshops of the Elders. The population is spread out across the world at a density of 350 people per square kilometre, much less than most urban environments. With the space between the Black Sky and Black Earth spanning approximately 100 metres, multiple levels and open 'fields' of vats provide considerable separation between each Nexus, making much of the world seem almost rural.

The technology controlled by the Elders is mostly organic – not alive but formed of fungoid and plastic parts, as often grown as formed into shape. Organic conductors distribute power across short distances. Transportation consists of wheeled carts powered by organic batteries. A data network of organic nodes and simple computers provides world-wide communication inside the polymer barriers, although external communications generally rely on imported equipment. Nuclear and gravitic technologies are lost arts but biotechnology is very well-developed. Even base metals are more precious than gold and used as often in ritual as in practical objects.

The government is a hierarchy of Elders, with each Nexus choosing one Elder to represent the community in a Locus, a central community representing 50–100 Nexi. The Locus is focused on food and energy distribution and maintenance of the polymer. Most government functions occur at the Locus level but the Elders assembled at a Locus select two Delegates to attend an annual Conclave, which represents perhaps a million Children in a local region. Conclaves deal with issues of regional importance and nominate one of their own to the lifetime position of High Elder, who travels to one of 100 Sector Junctions, facilities responsible for the maintenance and development of their portion of the world. The final level of government is conducted by the Prime Elders, two appointed by each Sector Junction to sit in the virtual conference of 200 Prime Elders to decide world-wide policy.

Issoudun remains an isolated world. While landing is not forbidden, only Sector Junctions have any facility for supporting a visiting spacecraft and these facilities are nothing more than surface pads with adjacent airlocks. Visiting ships may contact a Junction via radio and request permission to land. Such permission is usually granted given good reason for a visit but despite not maintaining its own spacecraft, Issoudun can defend itself against unauthorised intruders. Surface-to-space missiles and laser batteries protect the Junction pads. Those who attempt to evade detection and land elsewhere, perhaps cutting into the polymer to gain access, are quickly noticed by the local Nexus population who will call in assistance from neighbouring communities to contain the threat. Those who damage the polymer might be asked to contribute to repairing the ecosystem. If they are fortunate, this may mean indentured servitude for some period but if they have no skills beneficial to the community, they might find themselves absorbed into the vats to nourish the world.

TARASCA

Tarasca is a large world with an active geology and strong storms that disrupted colonisation efforts. Losses in equipment and the bankruptcy of its backers left the colony essentially abandoned by the outside universe after its first decades, leading to hostility towards Zhodani and Imperial outsiders alike.

More than twice the mass of Terra, Tarasca has a surface gravity of 1.35G and an atmosphere twice as dense as standard, although it contains only 10% oxygen. Tarasca is barely 3.5 billion years old and tectonic activity remains heavy, leading to frequent earthquakes and numerous volcanic eruptions along chains of rugged mountains. Native surface life was limited to turquoise and pink moss-like vegetation, since largely supplanted by species imported during the colonisation period. Native fauna consists of small four-limbed beetle-like insectoids that have adapted to become major agricultural pests. The world is divided into two recently separated continents split by a narrow strait running across the equator. Heavy storms rage across the broad outer ocean and devastate coastal areas. The interiors of the continents contain huge deserts and salt plains, contributing considerable dust to jet streams racing around the world. A short 14.5-hour day adds Coriolis force to the massive hurricanes dominating the autumn months of Tarasca's short 232 standard day year.

Backed by sponsors from Deneb, Tarasca's colonisation was a rushed effort, setting out in 615 with the intent to block Zhodani occupation of the world, a precursor to the efforts leading to the colonisation of the Tellerian Cluster nearly a century later. The first colony ships arrived in 617, settling in a bay along the Equatorial Strait in what appeared to be a region of stable geology on the southern continent. By sitting in the lee of the broad Michoacán mountain range, the settlement was protected from the worst storms.

The initial colony of 10,000 set up a basic infrastructure and prepared for another group of colonists to arrive within three years. The ships providing material support for these next colonists never arrived, diverted or destroyed by the ongoing Imperial Civil War. Instead, the colony struggled to absorb the doubling of population with existing resources. A third wave was scheduled to arrive in 623, bringing more supplies to expand the settlement but none of those ships reached Tarasca either. Instead, in 623 a massive earthquake brought a tsunami into the bay, leading to only moderate loss of life but complete destruction of the colony's nascent infrastructure. The colonial leaders rebuilt inland under primitive conditions and sent their single remaining starship, *White Lion*, back towards Imperial space to find the missing Third Colony ships and ask for additional assistance. *White Lion* likely never reached Imperial space. The supporters of the colonisation went bankrupt after supporting a losing Civil War faction and the Tarascan colony was forgotten.

Additional earthquakes and new volcanic activity left the colony little more than a squalid refugee camp. The Emergency Relief Council (ERC) became the de facto government, rationing supplies and trying to stave off disease by enforcing sanitation rules. For 50 years the colony barely survived but eventually some ERC projects to develop agricultural regions succeeded in stabilising the food supply and the colony began to gradually expand, seeking regions of geologic stability and protection from the storms to build new communities under ERC authority. Towns did not have mayors; they had ERC Coordinators whose staff provided everything from security to food assistance.

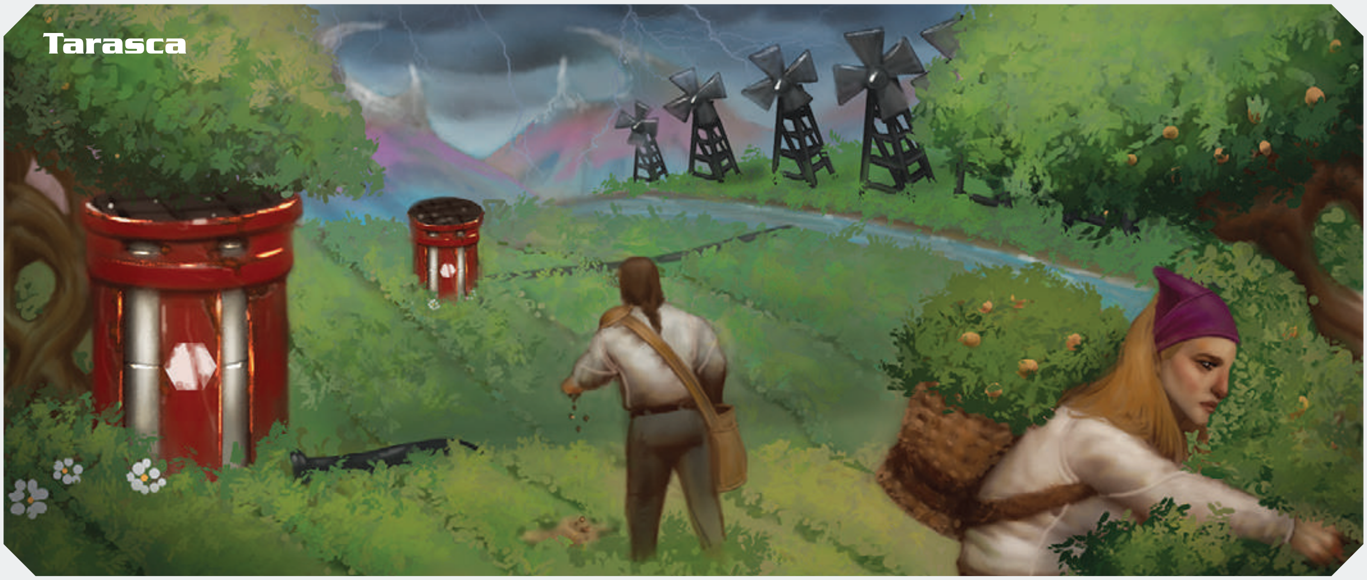
In 805, with a population now close to a million, the ERC authorised a settlement across the Equatorial Strait to colonise the northern continent. By 900, this Northern Colonial District matched its southern neighbour in population and resources and declared its independence, bringing in military advisors from Ralnn to organise resistance. Northern independence occurred with little southern resistance in 907 but the Ralnnese advisors began to assert control over the new state, leading to a 931 uprising in support of the southern ERC government. This Great Rising led to the reunification of the world and strengthened the control of the ERC and its Coordinators. By 933 all offworlders were expelled and offworld technology destroyed. Tarasca was determined to chart its own path free from outside interference.

In the years since, the population of Tarasca has grown to 600 million, concentrated in the most hospitable regions along the Equatorial Strait. What little technology the world once supported has fallen away, leaving a world dependent on wind power and sailing ships, with most of the population engaged in subsistence agriculture. The ERC still holds sway, determining the prices of agricultural products, collecting surpluses for hard times and maintaining the roads and docks that link the world together. Private enterprise exists but any sizable company requires ERC approval, an ERC board member and compliance with an arcane body of regulations compiled across five centuries.

Offworlders are not welcome on Tarasca. Although defences against landing ships are little more than black powder cannon, the populace maintains a broad disdain for the People of the Stars who abandoned them and then sought to exploit them. Attempts by the Zhodani to establish relations have met with no successes and no trading expeditions have officially succeeded in establishing a foothold on the planet, although the occasional presence of electronic emissions suggests some smugglers have managed to equip the elite Coordinators and their staff with offworld equipment.

YRFRZHIELIA

Named after a mind-destroying spirit from an ancient Zhodani horror story, Yrfrzhielia is an interdicted world home to just such a creature. An early attempt to colonise the world ended in disaster after a local parasite infected the nervous systems of the colonists, causing madness and dementia and forcing evacuation of the survivors.


Tarasca

Yrfrzhielia is the innermost world orbiting a pair of orange and red dwarf stars. Blessed with a stable orbit and climate, the world seemed primed for colonisation in the early days of Zhodani expansion into the region. An old world, it possesses a diverse ecosystem spread across 10 small rugged continents separated by shallow seas.

The first colonists arrived on the world – then named Zhinsezhdiazh – in 584. The settlement flourished for nearly 10 years before the first colonists began suffering from an unknown motor neuron disease. Initially limited to a small outlying settlement, the disease spread quickly and bypassed quarantine protocols. Within a month a victim would begin to lose motor coordination. Within two months mental processes began to misfunction, causing hallucinations and memory loss. Within three months the victim would enter an essentially mindless state that persisted for days until the brain stem shut down, causing death.

The local colonists identified the disease vector within six months, discovering a small parasitic worm infecting human neural cell tissue. Animals with non-Terran nervous systems seemed to be unaffected by the nerve-destroying parasite whose natural host appeared to be a local vine. Person-to-person transmission was possible, as the worm survived in human excrement, making evacuation of infected colonists problematic. Colonial authorities landed ships to rescue 2,000 unaffected settlers but left another 3,000 'high risk' individuals behind, promising to return with medical personnel to work on a cure. By the time a relief ship arrived five months later, most of the remaining colonists were dead and the rest in latter stages of infection. The ship evacuated its rescue personnel and destroyed the colony site with nuclear weapons, declaring a permanent quarantine on the world they renamed Yrfrzhielia.

The quarantine persists more than five centuries later, enforced by Zhodani military ships. Refuelling at the system's two gas giants is allowed but any attempt to approach Yrfrzhielia orbit is met with a warning declaring nuclear weapons have and will be used to enforce the total interdiction of the planet.

YRFRZHIELIA MOTOR NEURON DISEASE

Nature: Parasitic, contact or infested water
Difficulty: Very Difficult (12+)

Stage 1: After an incubation period of D3+1 weeks, the victim begins to exhibit coordination issues, suffering a DEX reduction of 1D. If DEX reaches 0, the victim becomes paralysed.

Stage 2: Every week thereafter, the victim must pass a Very Difficult (12+) END check to avoid a further 1D DEX reduction; a Medic skill DM can modify this check in a TL12+ hospital or autodoc setting. Only an exceptional success on this second check will result in a cure, with the victim regaining half (round up) of the lost DEX at a rate of one per week. The remaining DEX is permanently lost.

Stage 3: D3+1 weeks after first failing the Stage 2 check, the victim must pass a Very Difficult (12+) END check to avoid an INT reduction of 1D; the Stage 2 Medic DMs apply to this check. Reduction of INT to 1 causes coma; reduction to INT 0 or less causes death. Only an exceptional success on this check will result in a cure, with the victim regaining half (round up) of the lost INT at a rate of one per week. The remaining INT is permanently lost and no DEX is recovered from a cure at Stage 3.

Stage 4: Every following D3+1 weeks the victim must pass a Very Difficult (12+) END check to avoid a further INT reduction of 1D. The victim can recover from Stage 4 as from Stage 3.

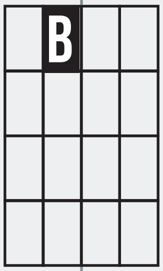
The source of the disease is a parasitic worm infecting human neural cell tissue. Vargr can become infected but receive DM+2 on all disease checks; non-Terran derived aliens are not affected by the disease, although it could mutate to infect other races if they occupy Yrfrzhielia for a significant timeframe. A recovered victim remains suspectable to further infections but receives DM+2 to all checks associated with the disease.

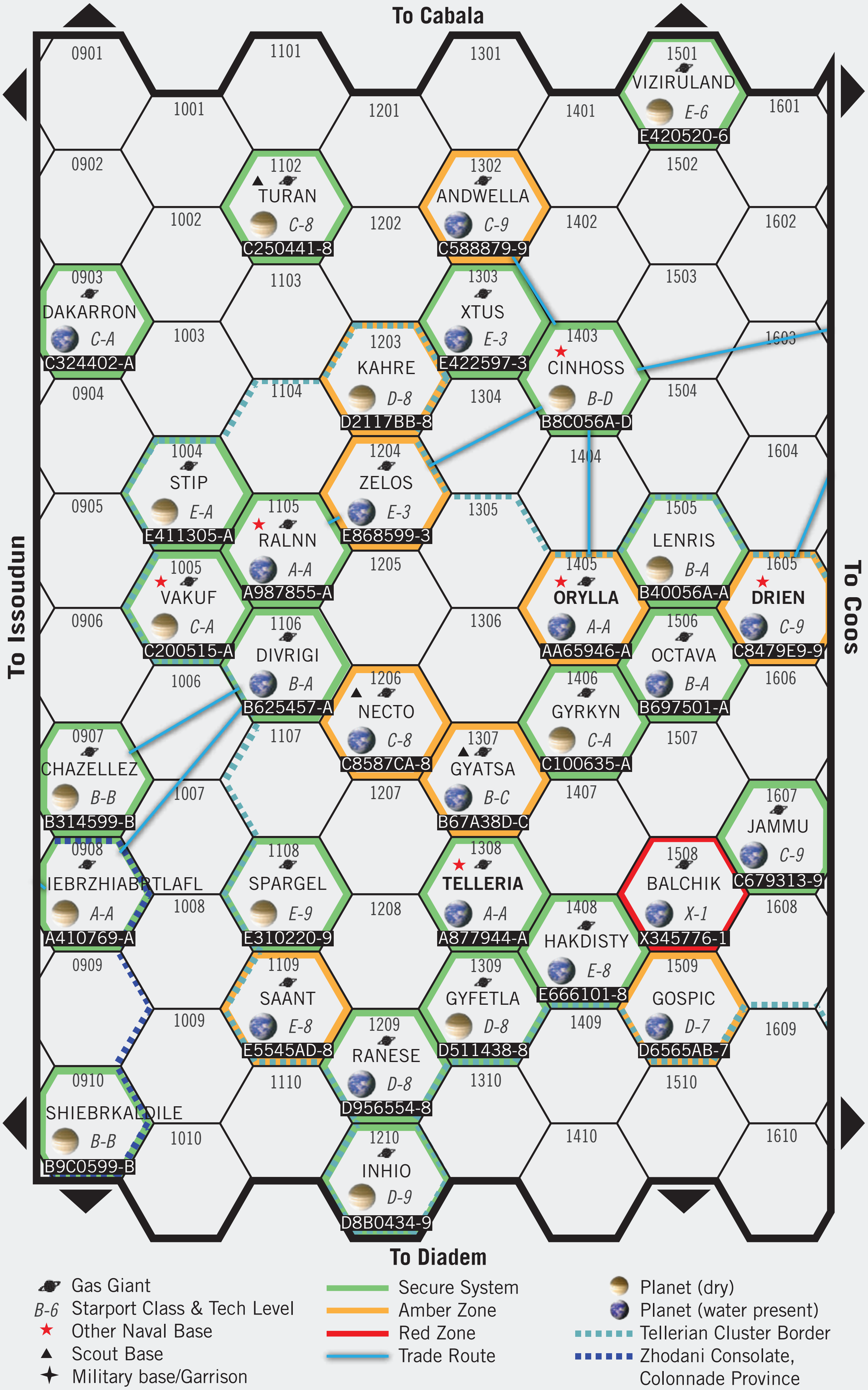
ANDWELLA

The conflict-plagued Andwella consists of 32 systems and nearly nine billion inhabitants. It is home to the indigenous Thonane of Balchik and Veghu of Xtus, who between them account for barely 60 million and have no presence beyond their homeworlds. The Tellerian Main of 30 jump-1 connected systems includes 26 of Andwella's systems. Of these systems, 22 are part of the Tellerian Cluster, a political designation for the war-torn region dominated by the four 'Major Power' worlds of Telleria, Orylla, Drien and Ralnn.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Andwella	1302		C588879-9	Ri	A		G
Balchik	1508		X345776-1	Ag Lt	R		G
Chazellez	0907		B314599-B	Ic Ni			G
Cinhoss	1403	N	B8C056A-D	De Ht Ni			
Dakarron	0903		C324402-A	Ni			G
Divrigi	1106		B525457-A	Ni		Tellerian Cluster	G
Drien	1605	N	C8479E9-9	Hi In	A	Tellerian Cluster	
Gospic	1509		D6565AB-7	Ag Ga Ni	A	Tellerian Cluster	
Gyatsa	1307	S	B67A38D-C	Ht Lo Wa	A	Tellerian Cluster	G
Gyfetla	1309		D511438-8	Ic Ni		Tellerian Cluster	G
Gyrkyn	1406		C100635-A	Na Ni Va		Tellerian Cluster	G
Hakdisty	1408		E666101-8	Ga Lo		Tellerian Cluster	G
Iebrzhiabrtlafl	0908		A410769-A	Na		Colonnade Province	G
Inhio	1210		D8B0434-9	De Ni		Tellerian Cluster	G
Jammu	1607		C679313-9	Lo		Tellerian Cluster	G
Kahre	1203		D2117BB-8	Ic Na	A	Tellerian Cluster	
Lenris	1505		B40056A-A	Ni Va		Tellerian Cluster	
Necto	1206	S	C8587CA-8	Ag	A	Tellerian Cluster	G
Octava	1506		B697501-A	Ag Ni		Tellerian Cluster	G
Orylla	1405	N	AA65946-A	Hi	A	Tellerian Cluster	G
Ralnn	1105	N	A987855-A	Ri		Tellerian Cluster	G
Ranese	1209		D956554-8	Ag Ni		Tellerian Cluster	G
Saant	1109		E5545AD-8	Ag Ni	A	Tellerian Cluster	G
Shiebrkaldile	0910		B9C0599-B	De Ni		Colonnade Province	
Spargel	1108		E310220-9	Lo		Tellerian Cluster	G
Stip	1004		E411305-A	Ic Lo		Tellerian Cluster	G
Telleria	1308	N	A877944-A	Hi In		Tellerian Cluster	G
Turan	1102	S	C250441-8	De Ni Po		Zhodani Client State	G
Vakuf	1005	N	C200515-A	Ni Va		Tellerian Cluster	G
Viziruland	1501		E420520-6	De Ni Po			G
Xtus	1303		E422597-3	Lt Ni Po			G
Zelos	1204		E868599-3	Ag Lt Ni	A	Tellerian Cluster	G

ANDWELLA SUBSECTOR




To Cabala
To Issoudun
To Coos
To Diadem
0901
1101
1301
1501 VIZIRULAND E-6 E420520-6
1001
1201
1401
1601
0902
1102 TURAN C-8 C250441-8
1302 ANDWELLA C-9 C588879-9
1502
1002
1202
1402
1602
0903 DAKARRON C-A C324402-A
1103
1303 XTUS E-3 E422597-3
1503
1003
1203 KAHRE D-8 D2117BB-8
1403 CINHOSS B-D B8C056A-D
1603
0904
1104
1304
1504
1004 STIP E-A E411305-A
1204 ZELOS E-3 E868599-3
1404
1604
0905
1105 RALNN A-A A987855-A
1305
1505 LENRIS B-A B40056A-A
1005 VAKUF C-A C200515-A
1205
1405 ORYLLA A-A AA65946-A
1605 DRIEN C-9 C8479E9-9
0906
1106 DIVRIGI B-A B625457-A
1306
1506 OCTAVA B-A B697501-A
1006
1206 NECTO C-8 C8587CA-8
1406 GYRKYN C-A C100635-A
1606
0907 CHAZELLEZ B-B B314599-B
1107
1307 GYATSA B-C B67A38D-C
1507
1007
1207
1407
1607 JAMMU C-9 C679313-9
0908 IEBRZHIABRTLAFL A-A A410769-A
1108 SPARGEL E-9 E310220-9
1308 TELLERIA A-A A877944-A
1508 BALCHIK X-1 X345776-1
1008
1208
1408 HAKDISTY E-8 E666101-8
1608
0909
1109 SAANT E-8 E5545AD-8
1309 GYFETLA D-8 D511438-8
1509 GOSPIC D-7 D6565AB-7
1009
1209 RANESE D-8 D956554-8
1409
1609
0910 SHIEBRKALDILE B-B B9C0599-B
1110
1310
1510
1010
1210 INHIO D-9 D8B0434-9
1410
1610
Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
▲ Scout Base
✦ Military base/Garrison
Secure System
Amber Zone
Red Zone
Trade Route
Planet (dry)
Planet (water present)
Tellerian Cluster Border
Zhodani Consolate, Colonnade Province

These Major Power worlds were all settled from the Third Imperium in the early 700s in a bid to block Zhodani expansion into the region, although Imperial settlement elsewhere had begun a century earlier. Prior to this, the only human population in the subsector resided on the world of Andwella, settled by Sindalian dissidents more than 1,500 years before the founding of the Third Imperium. Andwella regressed to barbarism and is advancing back into a technological age but it is just as war-torn as the rest of the subsector.

The attempt to curtail Zhodani expansion ended in chaos when Imperial support for its distant colonies faded after Empress Margaret I's death in 736. The cluster fell into conflict as coordination between the colonies degraded into competition and then open warfare. In 831 a war between Telleria and Ralnn for control of the Necto and Gyatsa systems led to a crisis along the Tellerian Main, as Orylla joined the war to protect the neutrality of Gyatsa, a system located at the 'hinge' of three branches of the main. Then Drien attacked Orylla but withdrew when the Prophets of Rauhe seized control of Drien.

This first war officially ended in an 836 truce that guaranteed the independence of all systems along the main but low-level commerce raiding continued. By 850, open warfare erupted again, with Ralnnese raids eliminating the entire native Chirper population of Gyatsa and sinking its surviving Ancients sites. Although this war ended quickly as the Zhodani intervened and temporarily occupied Gyatsa, warfare erupted again in 860. Between the four Major Powers, at least 23 separate conflicts have occurred since 831.

The Council of Worlds Agreement signed on Telleria in 1089 failed to end the wars along the Tellerian Main but did regulate them, prohibiting all parties from attacking neutral shipping and at least stabilising the region's economy. After more than a decade of continuing warfare, some observers wonder if allowing the combatants to prosper enough to carry on their struggles was a wise decision. Dangers along the Tellerian Main include the mysterious marauders known as the Eli, predatory mercenary ship 'escorts' and commerce raiders from the Major Powers who reserve the right to attack shipping registered to or headed towards their rivals. Still, there are profits to be made among the dangers of the Tellerian Main for those brave or foolhardy enough to try.

ANDWELLA

The world of Andwella was settled during the Sindalian Diaspora in -1582. It is home to 400 million human inhabitants belonging to more than three dozen nation states. With its infrastructure collapsing to pre-industrial low-Tech Levels within two centuries of colonisation, Andwella became a balkanised conflict-prone world that re-established technological civilisation only after recontact with Zhodani and Imperial settlers in the 600s. As its nations strive to return to the interstellar scene, they continue to fight among themselves for dominance over this resource-rich world at the coreward end of the Tellerian Main.

The planet Andwella is one of 14 worlds orbiting an orange main sequence star. Located near the centre of the habitable zone, the small planet with its thick oxygen-nitrogen atmosphere and large oceans filled with life was an obvious choice for a colony. Andwella's native life lacks nutrients to support a human population but 2,700 years of agricultural expansion has spread Terran crops and assorted pests to even the uninhabited corners of the planet. Solar tides have long impeded coastal settlement, although some nations have created intricate dike systems to channel water into manageable tidal estuaries and have finally begun to develop the tumultuous shorelines of the world's four continents.

Andwella is one of the furthest Sindalian Diaspora worlds known to have endured since the fall of the ancient empire. Dissidents and defeated factions from Sindal's civil wars reached Andwella in -1582, establishing a seed colony of nearly 1,500 people before their fleet headed on to Fulani and possibly further to spinward. The original colony thrived for nearly two centuries, maintaining sporadic contact with other Diaspora worlds from Fulani to Corella, but by -1400 most of the old starships had failed and few new ships risked journeys spinward from Corella. Left to its own devices, the colony on Andwella slowly regressed until it reached a level of technology it could indigenously support.

With failing technology came declining standards of living and falling life expectancy. Disease claimed many lives and birth rates, after falling precipitously, rebounded strongly among the agrarian settlements, leading to conflicts with the failing cities. By -1100 the result was a pre-industrial, nearly entirely agrarian society. Rare steam engines remained the pinnacle of technology until Zhodani and Imperial traders and settlers began to make regular contact with Andwella after 630. This contact triggered an industrial revolution and increased competition between the 38 recognised nation states of seventh century Andwella. Within a century, technology had approached mid-Tech Levels, with internal combustion engines and flying machines prevalent in the first of the three major world wars that ravaged the world. Those wars set back progress for more than a century, shattering old empires and republics, and resulting in an even more balkanised Andwella, one always at war in some region.

In 987 a limited nuclear exchange ended a war between two Major Powers and resulted in the Catalon Protocols, or rules of war, banning weapons of mass destruction and instituting rules of conduct to prevent the worst atrocities against civilian populations and prisoners of war. The more 'polite' period of warfare that followed proved no less intense but, with reduced damage to the economies of the combatants, these limited wars did not prevent the gradual advancement of technology to encompass fusion and gravitic technology.

Contemporary Andwella remains war-torn. The population is split between 37 recognised nations states, of which four are torn by civil wars. Another three pairs of nations are locked in border conflicts. Although outsiders can profit from this chaotic world, travel to the surface is not recommended. The highport is a neutral facility operated by the Mayan firm Anabascus Unlimited and mostly owned by eight major nations and several local corporations, with Anabascus Unlimited and the Mayan government as minority shareholders. Andwella highport's charter prohibits preferential treatment for Mayan shipping but in practice larger operators receive better treatment and Mayan shipping out of Cinhoss is at an advantage over independent operators. The highport is a utilitarian station, with few amenities and no shipyard facilities. Most Travellers seem content to let Andwellan nations sort out their own problems and join the interstellar community only when they learn to live in peace with their neighbours. Unfortunately, the rest of the Tellerian Main does not provide good role models for this prospect.

CINHOSS

An inhospitable world at the end of the Tellerian Main, Cinhoss is the anchor for the giant orbital station hosting Maya's forward outpost for trade and defence. While the world itself is too hostile to host a permanent settlement, a metal asteroid diverted into close orbit is both commercial port and naval base, complete with meson and particle gun emplacements and squadrons of defence boats.

The Cinhoss system consists of just four rocky worlds and two asteroids belts orbiting a red dwarf star. One belt occupies much of the star's narrow habitable zone and contains mostly low value stony asteroids. The outer belt is a broad zone of icy debris whose outer edge is shepherded by the heavily cratered outermost world. Cinhoss orbits between the two belts. Although beyond the habitable zone, the planet's heavy sulphur and chlorine-tainted carbon dioxide and nitrogen atmosphere is thick enough to drive surface temperatures beyond the boiling point of water – but Cinhoss has no water. No hydrogen survives in any molecule present in the atmosphere or on the surface. The dense planet has a surface gravity of 1.2G but, like the system as a whole, contains few elements heavier than iron, making mining a marginal enterprise even in the inner asteroid belt. The surface of Cinhoss is too hostile for all but the shortest excursions and Maya does not bother to maintain any permanent presence there. Cinhoss's location, between the asteroid belts and just outside the dim star's jump shadow, makes the world a convenient location for a well-defended outpost as the world's gravity well leaves enough margin to detect incoming potentially hostile ships without an undue commercial burden of a long flight out to the jump limit.

Cinhoss High houses nearly all 600,000 inhabitants of the system. It is a five-kilometre-long, three-kilometre-diameter iron-ore asteroid, hollowed into a habitat and spun for gravity. Even with a hull 100 metres thick and the endcaps reserved for shipyards and docks, the interior surface of Cinhoss High's open habitat region is 25 square kilometres covered in a mix of urban, agricultural and parkland zones.

Originally named Noram, the Cinhoss system was occasionally occupied by prospectors between 630 and 1015 but had no recognised permanent population or government until Mayan forces expelled a corsair band based in the outer asteroid belt and occupied the system in 1015. Claiming the system and renaming it after their Premier, Mayan industrial and military construction teams diverted one of the few metal asteroids from the inner belt into orbit around Cinhoss and hollowed it out to form Cinhoss High. Ralnn and Orylla contested the Mayan claim, putting aside their differences long enough to launch attacks in 1035. The two-year Cinhoss War ended with the destruction of the invading fleets with both aggressors agreeing not only to recognise Maya's claim to the Cinhoss system but grant favoured status to Mayan traders. The Council of Worlds Agreement of 1089 formally recognised Mayan rule of the Cinhoss.

Cinhoss High is considered a gateway world on the Tellerian Main and is open to commercial traffic from all Agreement signatories and independents. The North

End of the asteroid is home to the commercial port and contains internal bays capable of accepting ships of up to 100,000 tons. While the North End is fairly well protected, the South End, home to the Mayan Star Navy's Tellerian Fleet, is a fortress peppered with meson and particle beam emplacements capable of crippling even capital ships. A full cruiser task force is on permanent patrol at Cinhoss, supplementing system defence forces both docked at the South End and scattered among both asteroids belts. Commercial facilities at Cinhoss High are high quality but overpriced. Strong enforcement of commercial and civil regulations keeps fraud and theft to a minimum. Strict weapons regulations and a paramilitary police force deters violence and discourages 'anti-social' behaviours ranging from rowdiness to littering. Ship crews braving the Tellerian Cluster are generally happy to arrive at Cinhoss High and often arrange for pleasant but staid vacations in the habitat while their ships undergo annual maintenance.

GYATSA

Many would consider the entire world of Gyatsa an Ancients site. Orbiting a red giant star, the water world was once a frozen planet far outside the main sequence habitable zone of its star. While the brightening star was responsible for melting the world's icy surface, the Ancients were responsible for seeding the world with life and providing its new atmosphere with oxygen. The Ancients created floating cities later occupied by Chirpers unable to comprehend the technological wonders they lived upon. Three of these cities survived until 850 when a war between Telleria and Ralnn resulted in the sinking of the platforms and extinction of the local Chirper population. The Gyatsa system remains disputed to the present day.

Gyatsa was once an ice-crusted world with a nitrogen-methane atmosphere orbiting in the outer system of its F2-type main sequence star. As the star evolved into a red giant it melted Gyatsa's crust into a world ocean and unleashed its primitive native lifeforms into open water. About 300,000 years ago, the Ancients introduced modified organisms that quickly converted Gyatsa's atmosphere to a near standard nitrogen-oxygen mix and then introduced transplanted ocean lifeforms, including Terran cetaceans and sharks. The Ancients then populated the world ocean with floating cities, most of which were destroyed in the Final War.

Three of these cities survived until historical times, populated by primitive Chirpers living in incomprehensible ruins, some still partially functional. Zhodani explorers discovered these cities prior to -600 and conducted several expeditions to study the ruins, the last of these in 658 as Imperial colonists were beginning to reach the Tellerian Main. Gyatsa fell within the sphere of Telleria's control after the world's colonisation in 710, although Telleria was too busy establishing itself to expend much effort on scientific exploration. A single IISS expedition visited the world in 738 but despite a recommendation to protect the site with an interdiction force, the Third Imperium was too far away and distracted by other matters to follow up.

Gyatsa sits at the junction of the three arms of the Tellerian Main, giving the system significant strategic importance, especially in a region where most ships remain limited to jump-1 performance. Both Ralnn and Orylla objected to Tellerian control of the system. In response, Telleria eventually established small outposts on all three floating cities to solidify its claim to Gyatsa. In 850, a Ralnnese fleet attempted to blockade the Gyatsa system but faced surface attacks from the Tellerian outposts. In response the fleet commander ordered counterattacks on the floating platforms. Tellerian defences scattered the precision attacks but collateral damage resulted in the sinking of all three floating cities, causing the deaths of more than five million Chirpers in addition to the few thousand Tellerian defenders.

Ralnn held the system against a Tellerian counterattack but the Zhodani considered the attack on the floating cities a genocidal atrocity and intervened by completely destroying the Ralnnese fleet and declaring the system interdicted. This ended the war but Gyatsa's strategic economic location prevented its permanent interdiction. The Zhodani withdrew in 860 and a new war began almost immediately, ending with Telleria in control of the system's four gas giants. Gyatsa changed hands multiple times in the next two centuries, controlled at various times by Telleria, Ralnn and Orylla. The 1089 Council of Worlds Agreement technically left Gyatsa as a neutral system, with a new starport run by outside contractors and hosting a Zhodani exploration base. However, the agreement only covers the planet and its jump shadow, not the other planets and asteroid belts of the system and all four powers still vie for control among these worlds.

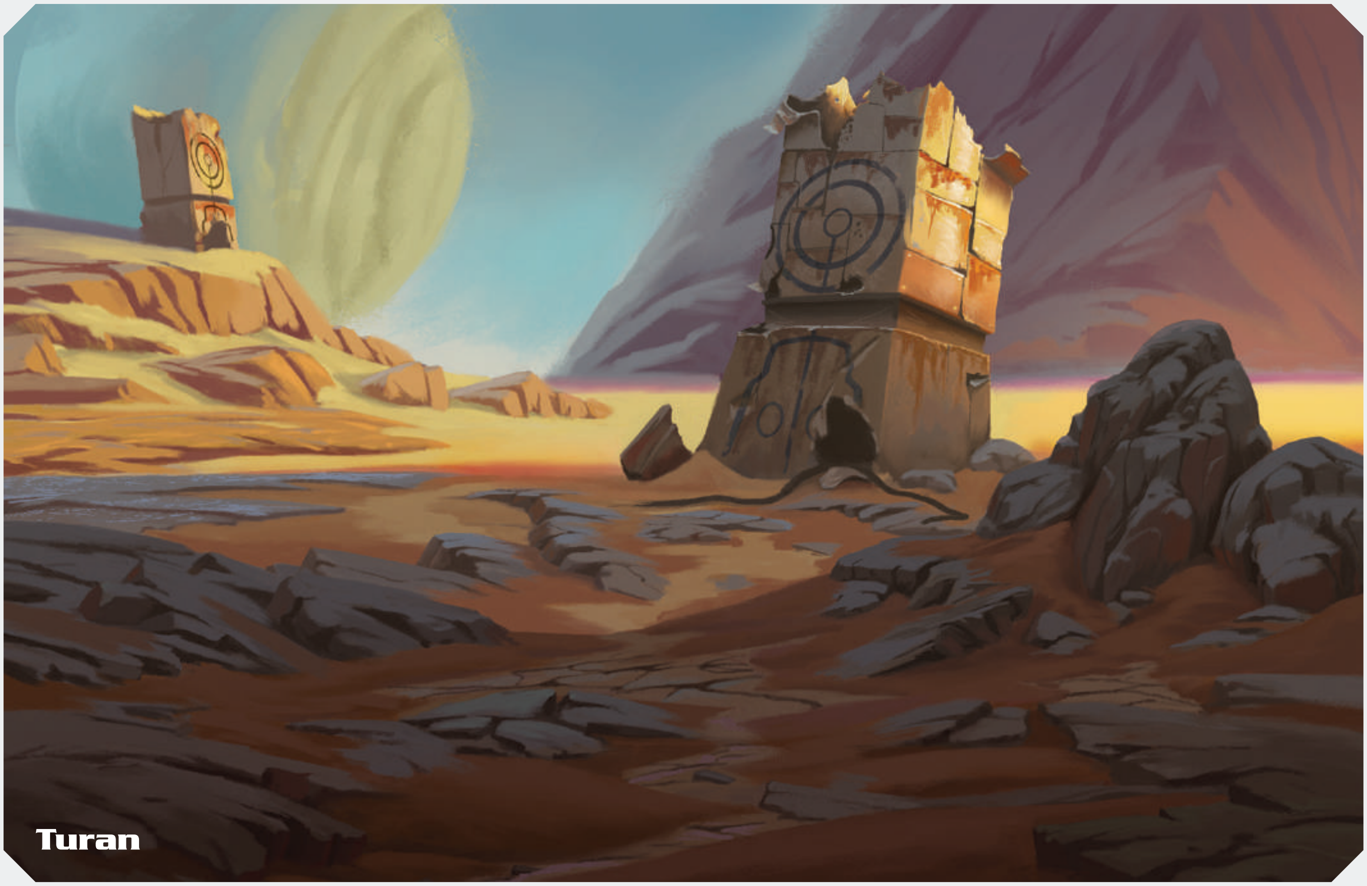
The starport itself is a high security facility built with Zhodani assistance. Offering a safe refuelling and transit point, the Gyatsa Starport Authority has a strict no weapons policy and its security contractors are rumoured to include covert Tavrchedl' agents.

TURAN

Turan is an anomaly, a bone-dry gas giant moon that should be too small to hold on to a breathable atmosphere. The giant towers scattered across the desert world attest to the source of the anomaly: a terraforming effort by the Ancients that gave life to the world 300,000 years ago. Now devoid of all but the hardiest life and reliant on subterranean aquifers, Turan's oxygen content is slowly decreasing. Within a million years, inhabitants will require respirators; within five million they will require pressure suits and oxygen tanks. In the interim, stubborn desert dwellers call this world home. Some support the Zhodani research station on the world, others live in the more hospitable corners of the desert moon.

Turan is the largest moon of a gas giant orbiting an orange main sequence star with a distant red dwarf companion. With a diameter of only 3,200 kilometres and a gravity of 0.2G, it should have lost any atmospheric envelope long ago and apparently it did, gases escaping and ancient seas evaporating more than three billion years ago. For some reason, the Ancients decided to begin reversing the process, building huge atmospheric plants to bring oxygen and nitrogen back into the air, liberated from rocks and buried soils. They managed to create surface water as well but those shallow seas evaporated long before the first humans visited the moon.

The first recorded expedition to Turan was a Zhodani exploration mission in -958 but they found the atmosphere towers stripped of equipment, likely thousands of years earlier. The towers still stand in various states of decay, hollow open-topped stacks above deep shafts and labyrinths. Unsanctioned settlers, mostly scavengers hoping to find some trace of Ancients technology, began arriving in the 590s, prompting the Zhodani to place an exploration station on the world in 604. This small science base has grown into a community housing more than a quarter of the world's estimated 30,000 residents. The government of the settlement, run by Zhodani Nobles and Intendants, is not an official member of the Colonnade but with seconded Zhodani troops protecting the small starport, it is a closely aligned client state. The population living in the deserts beyond the downport are outside the world's official jurisdiction, surviving in areas where vanished seas have left aquifers shallow enough for wells to tap. Rumours of hidden treasures of the Ancients draw treasure-seekers to Turan despite official discouragement but most leave disappointed within a year, if the harsh desert does not claim them first.

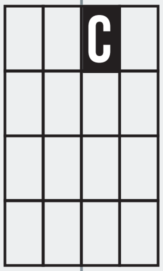

Turan

Coos

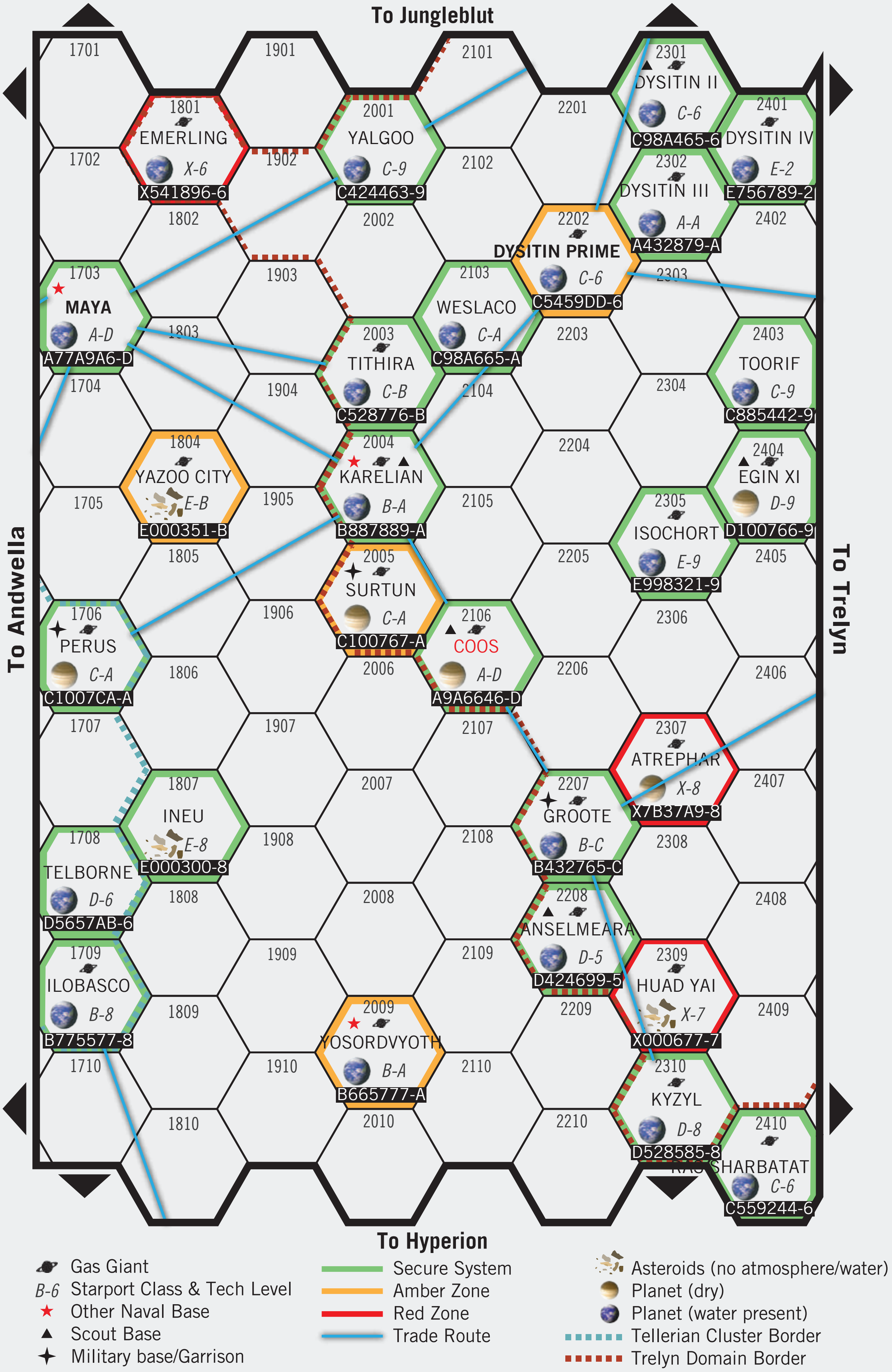
Coos was largely uninhabited before the 600s and the Great Pulse of immigration from the Third Imperium. Prior, it was home to the native Atrephari of Atrephar, the Droyne world of Yosordvyoth and the regressed descendants of a Sindalian Diaspora-era outpost living deep within an asteroid habitat at Huad Yai. The subsector also hosted a short-lived colony on Karelian during the Sindalian Diaspora.

The Great Pulse colony at Karelian became one of the early powers of the subsector, eventually forming the Karelian Association with subsidiary colonies on Tithira, Weslaco, Surtun and Yalgoo. Dysitin Prime, settled in 655, became the other early multi-system power, the offshoot of the Church of Stellar Divinity expanding from its red giant-orbiting homeworld to claim three other systems it named after its stellar ‘god’. By the 950s both of these small interstellar states were in crisis. Karelian struggled with rebel movements on Tithira and Surtun, and Dysitin Prime with technological decay. The settlement of the neighbouring Trelyn subsector by the Allarton Corporation provided relief to these failing states after its subsidiary Pan-Melesien Company established an outpost on inhospitable Coos in 955.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Anselmeara	2208	S	D424699-5	Lt Ni		Trelyn Domain	G
Atrephar	2307		X7B37A9-8	Fl	R	Trelyn Domain	G
Coos	2106	S	A9A6646-D	Fl Ht Ni		Trelyn Domain	G
Dysitin II	2301	S	C98A465-6	Ni Wa		Trelyn Domain	G
Dysitin III	2302		A432879-A	Na Po		Trelyn Domain	G
Dysitin IV	2401		E756789-2	Ag Ga Lt		Trelyn Domain	G
Dysitin Prime	2202		C5459DD-6	Hi In	A	Trelyn Domain	G
Egin XI	2404	S	D100766-9	Na Va		Trelyn Domain	G
Emerling	1801		X541896-6	Po	R	Trelyn Domain	G
Groote	2207	M	B432765-C	Ht Na Po		Trelyn Domain	G
Huad Yai	2309		X000677-7	As Na Ni Va	R	Trelyn Domain	G
Ilobasco	1709		B775577-8	Ag Ni		Tellerian Cluster	G
Ineu	1807		E000300-8	As Lo Va			
Isochort	2305		E998321-9	Lo		Trelyn Domain	G
Karelian	2004	N S	B887889-A	Ga Ri		Trelyn Domain	G
Kyzyl	2310		D528585-8	Ni		Trelyn Domain	G
Maya	1703	N	A77A9A6-D	Hi Ht In Wa			
Perus	1706	M	C1007CA-A	Na Va		Tellerian Cluster	G
Ras Sharbatat	2410		C559244-6	Lo			G
Surtun	2005	M	C100767-A	Na Va	A	Trelyn Domain	G
Telborne	1708		D5657AB-6	Ag Ri		Tellerian Cluster	
Tithira	2003		C528776-B			Trelyn Domain	G
Toorif	2403		C885442-9	Ga Ni		Trelyn Domain	G
Weslaco	2103		C98A665-A	Ni Ri Wa		Trelyn Domain	
Yalgoo	2001		C424463-9	Ni		Trelyn Domain	G
Yazoo City	1804		E000351-B	As Lo Va	A		G
Yosordvyoth	2009	N	B665777-A	Ag Ga Ri	A	Droyne World	G



COOS SUBSECTOR


To Jungleblut
To Andwella
To Trelyn
To Hyperion
1701
1801 EMERLING X-6 X541896-6
1901
2001 YALGOO C-9 C424463-9
2101
2201
2301 DYSITIN II C-6 C98A465-6
2401 DYSITIN IV E-2 E756789-2
1702
1902
2102
2302 DYSITIN III A-A A432879-A
1802
2002
2202 DYSITIN PRIME C-6 C5459DD-6
2402
1703 MAYA A-D A77A9A6-D
1903
2103 WESLACO C-A C98A665-A
2303
1803
2003 TITHIRA C-B C528776-B
2203
2403 TOORIF C-9 C885442-9
1704
1904
2104
2304
1804 YAZOO CITY E-B E000351-B
2004 KARELIAN B-A B887889-A
2204
2404 EGIN XI D-9 D100766-9
1705
1905
2105
2305 ISOCHORT E-9 E998321-9
1805
2005 SURTUN C-A C100767-A
2205
2405
1706 PERUS C-A C1007CA-A
1906
2106 COOS A-D A9A6646-D
2306
1806
2006
2206
2406
1707
1907
2107
2307 ATREPHAR X-8 X7B37A9-8
1807 INEU E-8 E000300-8
2007
2207 GROOTE B-C B432765-C
2407
1708 TELBORNE D-6 D5657AB-6
1908
2108
2308
1808
2008
2208 ANSELMEARA D-5 D424699-5
2408
1709 ILOBASCO B-8 B775577-8
1909
2109
2309 HUAD YAI X-7 X000677-7
1809
2009 YOSORDVYOTH B-A B665777-A
2209
2409
1710
1910
2110
2310 KYZYL D-8 D528585-8
1810
2010
2210
2410 RAS SHARBATAT C-6 C559244-6
Gas Giant
B-6 Starport Class & Tech Level
Other Naval Base
Scout Base
Military base/Garrison
Secure System
Amber Zone
Red Zone
Trade Route
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)
Tellerian Cluster Border
Trelyn Domain Border

The Pan-Melesien Company provided technical support for Dysitin Prime, allowing the world to stabilise in return for surrendering its empire and joining the Trelyn Domain in 959. By 972, the Karelian Association had joined the Domain as well, with Tithira gaining independent status and Surtun's rebellion fading into occasional acts of terrorism in the deep tunnels of the dwarf planet.

Coos remains the high-technology capital of those 19 systems within the subsector belonging to the Trelyn Domain. The Coos subsector contains a total of 27 systems and 7.7 billion inhabitants. The Trelyn Domain's systems account for 5.6 billion people. Most of the rest of the subsector's people reside on the independent trading and industrial world of Maya.

In addition to being a strong military power, Maya provides five-sixths of the economic activity of the entire subsector despite accounting for only a quarter of its population. Maya focuses its economic, political and economic power on the Tellerian Cluster, where it maintains an outpost at Cinhoss. Maya's trade routes to Cinhoss and Drien account for most of the economic activity flowing spinward from the subsector, although Karelian maintains a trade link and close economic ties to the neutral worldlet of Perus. Jump-2 ships travelling into the Tellerian Cluster must transit through the red dwarf system known as Yazoo City and refuel at one of the system's five gas giants, all of which have reported pirate activity. Although Trelyn and Mayan patrols sweep these planets occasionally, neither power claims nor controls the system.

The Coos subsector is also home to the quarantined world of Emerling, best known for the plague that has devastated the world and spread across multiple systems.

DYSITIN PRIME

Dysitin is a red giant star whose evolution brought life to the formerly frozen world known as Dysitin Prime. To followers of the Church of Stellar Divinity arriving in 655, this 'miracle' was reason enough to settle the marginally habitable world. Although the world was once the centre of a small empire controlling three nearby systems, its failing technology proved unable to feed its own people, much less support an interstellar state. In 959 Dysitin Prime shed its rebelling colonies and joined the Trelyn Domain in return for the assistance required to support its billions of believers.

Dysitin Prime is the fifth surviving planet of Dysitin, orbiting outside the fiery asteroidal remnants of what was once a habitable zone world and three other rocky worlds whose atmospheres have been boiled away by the brightening star. Three distant gas giants comprise Dysitin's outer system. Dysitin Prime was once a cold nitrogen-methane world with primitive life in ethane seas. As the star evolved, Dysitin Prime's water ice mountains melted, beginning the 600-million-year process that led to a mostly breathable atmosphere generated by newly evolved life forms. No native life more advanced than sponges and lichens exists on Dysitin Prime and hydrocarbon smog turns the sky yellow and brown but people can adapt to the foul-smelling atmosphere, even if prolonged exposure brings a slew of respiratory diseases. Orbiting 24.5 AU from Dysitin, the world takes 101 years to complete a single orbit around its sun.

Since the first days of settlement, the world has been ruled by the Church of Dysitin, an offshoot of the Church of Stellar Divinity that holds their star as special, its dying breaths bringing life to a new world. Even as the colony struggled to survive in its earliest years, the Church strove to expand its influence by settling worlds around nearby 'subservient suns', establishing small colonies on worlds it dubbed Dysitin II, III, and IV prior to 700. The Church maintained absolute control over its worlds, controlling industry and food distribution and mandating population growth.

In 746 Dysitin fought a pointless war with Karelian over control of the Weslaco system, losing three-quarters of its small fleet in the process. A subsequent brief alliance with Maya ended with the expulsion of Church missionaries from Maya in 792, increasing the isolation of the Dysitin Empire.

A slow steady collapse followed. In 873 Dysitin Prime suffered its first widespread famine since the earliest years of settlement. An anomalous brightening of Dysitin between 884–897 led to widespread drought and permanent food rationing. Dysitin III revolted against the Empire and Church rule in 906. Dysitin Prime's few remaining starships bombed the world into submission but did little to address the causes of unrest.

By the time Pan-Melesien Company representatives out of Coos made contact in 955, the Empire was dying. Dysitin Prime's population had fallen from five to three billion, its colonies were all in various stages of rebellion and Dysitin showed signs of another period of increased output. The Prophetess-Empress Norma IV negotiated for the best terms she could get, retaining control of Dysitin Prime for herself and her Church, stalling until the completion of the Year 3 celebrations in 959, marking three full revolutions of the world around its red giant star since the date of first settlement.

Dysitin Prime is a full member of the Trelyn Domain. Its three colonies are independent of Church rule, although the small settlement on Dysitin II has become the property of one of the nations of Dysitin III. The Church retains its vice grip on Dysitin Prime, controlling all aspects of life. The world's decline has stabilised, its growing population once again able to feed itself. Dysitin Prime is still technologically backwards, with power supplied by Church-owned fission plants and electricity among the rationed commodities. The Church's authority extends to anyone outside the borders of the rather basic downport, with unwary Travellers potentially charged with unknowing blasphemy and possibly sentenced to a 'tenth' – more than 10 standard years – of hard labour. Most visitors to the Dysitin system stick to the Pan-Melesien-operated highport and enjoy the view of the giant star from far above Dysitin Prime's yellow skies.

EMERLING

Emerling is a double world, tidally locked to Respite, its giant close moon. It has spectacular desert landscapes and deep canyons filled with lush jungle. Human-sized flowers bloom in all colours of the rainbow and attract iridescent flying creatures whose songs ring with rich melodies. Its vertical cities are carved into canyon walls and filled with bright banners. Emerling is known throughout the Vanguard Reaches for one thing however: the Emerling Plague, a virulent disease that has killed millions and resulted in the quarantine of Emerling and three other worlds.

Emerling and Respite circle each other in high inclination to their orbit around their red dwarf sun. Locked to each other, they share a day of 37 hours in a year only 312 hours long. Although the atmosphere at Emerling's mean diameter technically supports human respiration, it is dry and often tainted by volcanic eruptions or silica from powerful sandstorms. Most of Emerling's water and life exists in rift canyons, some 10 kilometres deep. The atmosphere in these canyons approaches standard density and is normally free of chemical contaminants.

The beauty and biodiversity of these canyons brought settlers to Emerling as early as 635. The world was never the target of a centralised colonisation effort but its valleys became home to millions in the first century of occupation. In these early years, the colonists could not even agree on a name for the world. It was not until Yana Emerling cajoled nine separate valleys into forming a confederate government in 776 that the world – against her objections – decided on a name.

Emerling prospered for the next two centuries, reaching a population of a half billion by the time it joined the Trelyn Domain in 979. It soon became a tourist destination for the wealthy of Maya, Karelian and even Dysitin Prime.

In 994 Trelyn Grand Duke Ardesh Varen was touring the valleys when he became ill with an intestinal infection, which quickly morphed into a haemorrhagic fever and proved fatal despite the best efforts of his royal physicians. Ardesh was not the first to die of this new illness, nor was he the last. The disease spread across three valleys, killing more than two million before an effective treatment was developed and a bioengineered phage released to eliminate the mutated bacteria-like source of what became known as Emerling Plague. The outbreak was controlled but, after more than three centuries on Emerling, a native life form had learned to infect a human host and worse, could use humans as a vector to spread.

By 1002, the Trelyn Domain lifted the temporary quarantine on Emerling but retained strict monitoring and research efforts to prevent a re-emergence of the disease. Despite assurances that the phage had eliminated the microbial cause of the plague, Emerling's tourist industry never fully recovered, hindered in part by the extra week of quarantine required by returning Mayan tourists. For decades Emerling's once booming economy stagnated. Investment in new machinery stalled and the world's infrastructure began to crumble. The effort to revive the economy found a champion in Shannara Varen, heir to the Grand Duke of Trelyn, who lent her name to a renewed tourism campaign and set up residence on Emerling in 1075.

In 1079 the Emerling Plague returned, spread by a mutated microbe immune to the phage and resistant to earlier treatments. Shannara Varen died of it in 1080 and her father Grand Duke Ashir declared a new total quarantine on the world in the same year. But by then the plague had already travelled beyond Emerling. With a long incubation and ability to morph to evade detection, the disease proved difficult to contain. Despite nearly half the infected patients surviving with treatment, they retained a reservoir of the microbe and the ability to infect others. Maya reacted with a forceful containment that almost led to war when a fleet of Mayan ships arrived to 'help enforce' the quarantine of the world. Emerling's highport became a containment centre for seven years, until the surviving occupants were sent down to Emerling, whose entire population had either succumbed to the disease or become carriers. Once the last shuttle had left the highport, the Trelyn Royal Navy destroyed the facility with nuclear torpedoes.

For three years most of the Trelyn Domain remained under strict quarantine controls and nearly every world managed to isolate surviving victims but no cure completely removed the clever microbe from its victims. Combining features of both bacteria and viruses, the organism could reproduce independently or embed its genetic instructions in human DNA, re-emerging after a period of latency. A full cure required a complete scrubbing of every cell in the body, a technique only available in the most advance medical facilities of the Third Imperium. As a result, infected survivors had a choice between permanent isolation or a one-way trip to Emerling. Three worlds, Obykla, Voxarl and Quillon, proved unable to control the spread of the virus and remain like Emerling permanently quarantined with Royal Navy ships preventing any departures by their surviving populations.

Emerling receives some aid from the Trelyn Domain but its 300 million surviving inhabitants live desperate lives, with the plague often returning as they age and their immune systems weaken. With a cure reliant on imported machinery costing millions of Credits and requiring maintenance from worlds more than

EMERLING PLAGUE

Nature: Airborne, natural disease
Difficulty: Difficult (10+)

Stage 1: After an incubation period of 2D+4 days, the victim begins to display fever, headache and diarrhoea. STR, DEX and END are all reduced by 1D, which can be incapacitating or occasionally fatal. Medical treatment can alleviate these symptoms but not cure or delay disease progression. The victim can be contagious up to two days before exhibiting symptoms and can infect victims within five metres. Regardless of future checks, the infected victim is now a carrier (see Stage 4).

Stage 2: After D3+2 days at Stage 1, the patient must pass a Difficult (10+) END check. If passed, the patient proceeds to the Stage 3 recovery phase. If failed, the disease progresses to the haemorrhagic phase and, in addition to continuing Phase 1 symptoms, the patient begins suffering bleeding from the extremities, high fever, hallucinations and neurological impairment. STR, DEX and END are reduced by a further 1D+1. INT is reduced to by D3, causing coma if reduced to 1 or death if reduced to 0. Medical treatment requires a Very Difficult (12+) Medic (INT or EDU, 1D hours) check, DM+1 for every TL above 12. A failed check has no additional effect but a positive result reduces characteristic loss by the Effect – this Effect can be spread among affected characteristics. For each affected characteristic, one point of loss is permanent unless all loss to that characteristic is prevented by medical treatment. The patient remains contagious, with the disease still airborne and additional victims subject to a Difficult (10+) check to avoid infection. Those contacting infected blood must instead pass a Formidable (14+) check.

Stage 3: After D3+1 days at Stage 2, the patient must pass an Average (8+) END check to begin recovery or else suffer all Stage 2 effects a second time. Any patient who survives two Stage 2 bouts will automatically begin the Stage 3 recovery phase. All affected characteristics recover at a rate of one per day, although permanent Stage 2 effects remain. The patient is no longer contagious in Stage 3 but is not cured.

Stage 4: After recovery, the patient must pass a Simple (2+) END check every 3D months to avoid reoccurrence of the disease. The patient becomes contagious immediately if the disease begins to reoccur, although the incubation period is still 2D+4 days before Stage 1 symptoms arise. A Very Difficult (12+) medical check by TL10+ equipment (DM+ TL above 10) will immediately detect the disease reoccurrence prior to symptoms.

A permanent cure to Emerling Plague requires a TL14 autodoc or hospital facility, CrD3x100000 in consumable supplies and a successful Very Difficult (12+) Medic check (EDU, 1D days). The patient remains in a coma for the duration of the cure attempt and one full day afterwards. This cure may be attempted multiple times with additional consumable expenditures. A failed check will permanently reduce END by the Effect of the failure and cause death if END drops to 0. Characteristics permanently reduced by Stage 2 effects are not recovered by a cure.

60 parsecs distant, exile to Emerling is likely a life sentence – a short and poor life. Still, for those years the citizens of Emerling have remaining, the valleys stay beautiful and alluring.

HUAD YAI

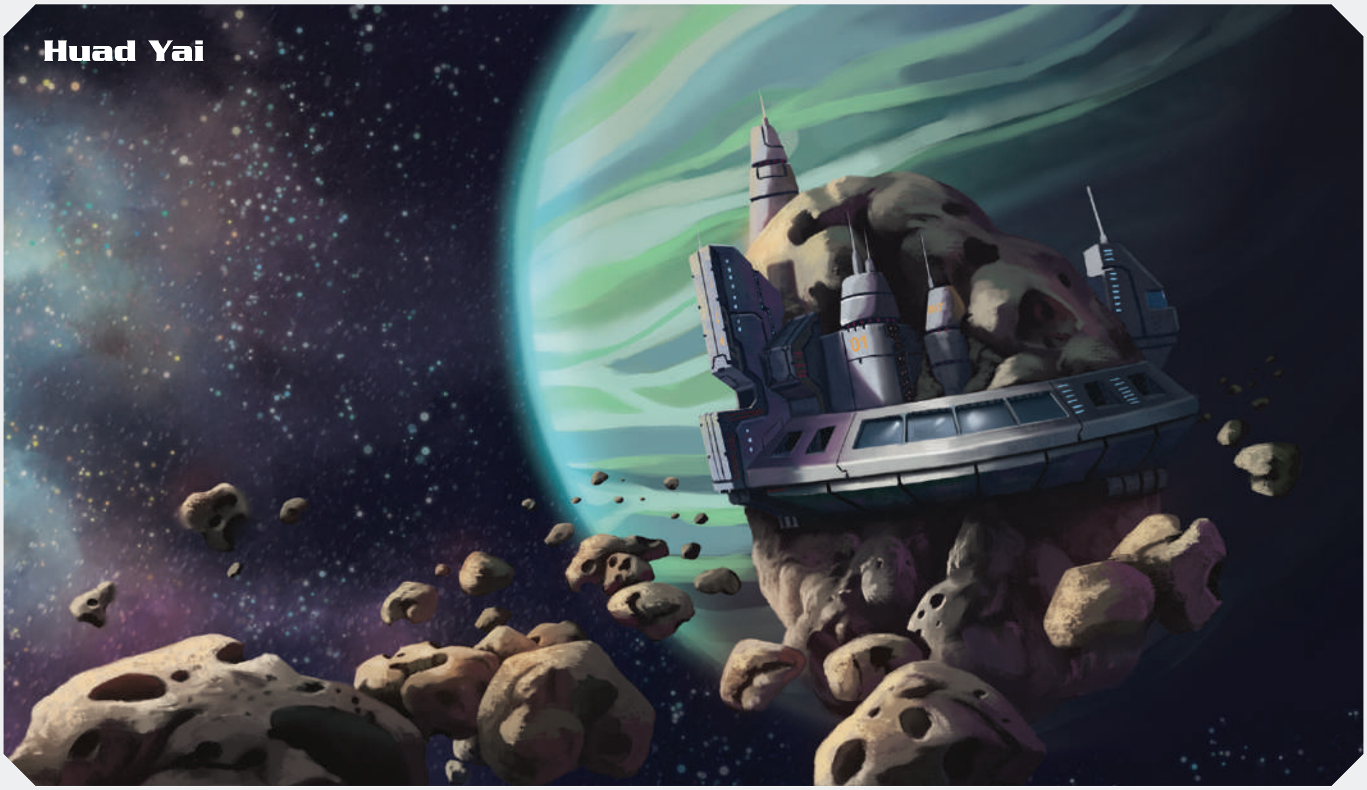
The inhabitants of Huad Yai – also called the Huad Yai – have survived for more than 2,500 years, living in tunnels beneath an old refuelling station drilled into an asteroid. With artificial gravity long gone, the remanent population exists as technological tribes, scavenging and jury-rigging mid-tech equipment to maintain a habitable low gravity environment. Attempts by the Trelyn Domain to recontact the tribes and bring them into interstellar society have been met with violence, prompting the Trelyn Royal Scouts (TRS) to declare an interdiction of the asteroid.

Huad Yai is a 700-kilometre-diameter asteroid in the middle belt of its star system. Huad Yai's warming G1-type sub-giant star is host to three asteroid belts, three gas giants and seven rocky planets. The star's late-life expansion has turned a once-habitable inner planet into a steaming hellworld and shifted the middle asteroid belt into the habitable zone, turning some bodies, including Huad Yai, into low-grade comets as volatiles begin to sublimate off their surfaces. Huad Yai retains deep ice reservoirs beneath its inhabited stony tunnels.

The original Huad Yai outpost was built in the -1480s as a refuelling station for ships venturing between Corella and Sindalian Diaspora settlements to spinward. Ships stopped passing through Huad Yai before -1400 but the station was never officially abandoned. The remaining staff expanded the subterranean portions of the base to gain extra protection from meteors and radiation, eventually spreading across multiple cubic kilometres of rough-hewn tunnels. With gravity generators failing, the population adapted to near zero gravity life, eventually favouring dexterous people with large frames but weak bones.

When fusion reactors failed, the Huad Yai ventured onto the surface in primitive suits, setting up solar arrays that fed batteries to bring a constant supply of power to the tunnels during the asteroid's short six-hour days. By -800 the Huad Yai launched primitive spacecraft propelled by water rockets, ion thrusters and solar sails. These journeyed to nearby asteroids to collect metals and other scarce resources. Shortly thereafter, dissident members of the core community cut their own tunnels and built their own airlocks, severing contact with the main settlement.

Although Huad Yai established settlements on several nearby asteroids and built at least three free-floating habitats between -800 and -300, all these outposts eventually failed, some abandoned in an orderly fashion, others devastated by catastrophic events.



The survivors retreated to increasingly fragmented subterranean settlements on the asteroid Huad Yai, engaging in sometimes violent competition for scarce resources, power and technological relics. Fission reactors using rare thorium reserves replaced the aging solar panels as excursions to the surface ceased.

Imperial scouts discovered some abandoned Huad Yai settlements during a 327 exploratory survey but did not locate the surviving communities on Huad Yai itself. The first recontact with the technological tribes was made by a joint IISS-TRS team in 968. The contact mission went poorly, resulting in deaths among both explorers and natives. Follow-up visits using remote drones did not result in friendly contact but did allow the scouts to decipher the corrupted Galanglic language of the Huad Yai and understand their hatred for the 'Abandoners' who left them to die on the asteroid centuries earlier. Examination of records stored in derelict computers told the history of the Huad Yai, including their failed attempts to settle their solar system in primitive craft and the superstitious fear of the 'black sky', which followed the failure of those efforts. The TRS continues to remotely monitor the tribes of Huad Yai but have no plans to attempt to coax them into contact with interstellar society.

The TRS interdiction of the system covers Huad Yai itself and all known relic settlements, habitats and space vehicles. All archaeological surveys remain under TRS purview and prospecting is only permitted in the system's icy outer asteroid belt. Refuelling is allowed at all three of the system's gas giants but TRS ships monitor traffic at these worlds, discouraging intra-system travel.

KARELIAN

Karelian is one of the most habitable worlds in the Coos subsector. Colonised twice in its history, its second settlement grew to control four other star systems before it accepted membership in the Trelyn Domain. Karelian remains a leading Trelyn world, a centre for trade and home to both naval and scout bases on the Domain's spinward border.

The fifth planet from a G8-type main sequence star, Karelian orbits squarely in the habitable zone of a system with five gas giants and two asteroid belts in its outer system. Karelian's circular orbit, low axial tilt and dense atmosphere limits seasonal and regional variations, leaving most of the world with a pleasant temperate to warm climate with adequate rainfall to support a robust native ecosystem. Two smallish moons, Ladoga and Onega, complement a night sky filled with bioluminescent flying and floating life. Lights from the starport, bases and industrial centres of Ladoga are visible from the surface.

Karelian was first settled in -1504 or -1497 – records differ – by a group fleeing the Sindalian Empire. The colony was one of several in the Vanguard Reaches and further spinward, which maintained some communications with Corella and worlds to trailing for approximately a century before tenuous contact ceased. The colony on Karelian – then named Elaszig – remained limited to a single river basin on one of the world's eight continents and appeared to prosper – or at least persist – for several centuries before succumbing in approximately -900. Archaeological investigations point to Karelian's native life overwhelming the imported crops needed to feed the community, leading to consolidation onto a single mid-river island by -1000 and starvation a century later.

The new settlers who arrived in 633 were initially unaware of the failed Elaszig colony and did not fully understand the reasons for its demise until a century later but they proved more successful. They had better technological support, allowing them to genetically engineer more resilient crops and access to Vilani food preparation techniques to make some of the local life edible. With the help of a small Freni community, some of the local dishes even became palatable. As part of ensuring a continuing food supply, Karelian expanded to nearby systems, seeding the relatively lifeless islands of Weslaco with Terran crops and developing new genetic strains on isolated laboratories at Surtun. Karelian also placed colonies on Tithira and Yalgoo, creating the Karelian Association to impede expansion from Dysitin and Maya. In 746 Karelian forces defeated the Dysitin Empire's attempt to conquer Weslaco and, despite earlier tensions, eventually signed a free trade agreement with Maya in 801.

While expanding across Karelian's continents in a controlled manner, the efforts to support offworld dependencies began to overwhelm the Karelian's ability to manage growth and provide services to the less hospitable worlds. By the time the Allarton Corporation arrived to establish the Trelyn Domain in 943, the Karelian Association was beset by rebellion and financial strain. Negotiations with the Pan-Melesien Company at Coos resulted in Karelian joining the Trelyn Domain in 972, keeping control of its colonies at Weslaco, Surtun and Yalgoo, while granting independence to Tithira. Unrest on the dwarf planet of Surtun continues to require military intervention but the sharing of that burden with the Domain and the trade opportunities offered by membership in a larger interstellar state have helped to stabilise Karelian's economy.

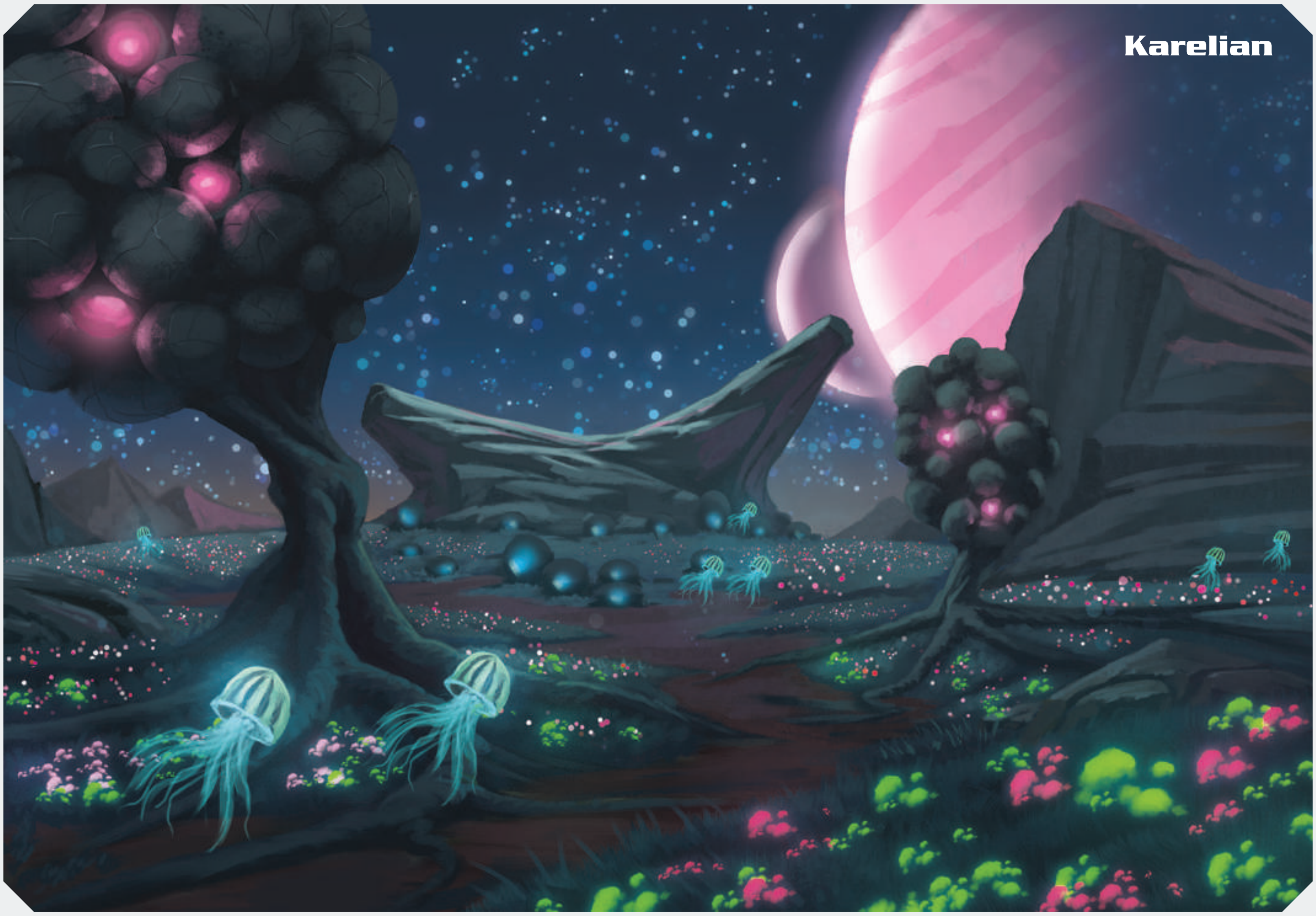
The quarantine of Emerling in 1080 added unexpectedly to Karelian's fortunes, eliminating Emerling's trade route to Maya and ending its reign as the Domain's premiere tourist destination. The wonders of Karelian's varied lifeforms and landscapes draw visitors from across the Vanguard Reaches and the port at Ladoga is expanding to handle increased capacity. Technology, once in decline across the world as infrastructure crumbled, continues to lag considerably behind that of Coos or Maya, but Karelian's infrastructure has recovered to become a distributed and well-maintained foundation for future growth. Ongoing construction of a shipyard and advanced factories on Ladoga will raise Karelian's prospects in the years to come.

Karelian society is among the most diverse in the Vanguard Reaches. Its colonists came from many worlds of the Third Imperium and included more than a dozen Minor Races, from Bwaps to Virushi. Karelian sought aid from a small group of Aslan *ihatei* in its war with Dysitin and rewarded the warriors with land grants. Karelian's Freni restaurants are famous even beyond the world. Although non-humans account for fewer than one tenth of Karelian's 200 million inhabitants, they are part of the cultural mosaic, not confined to isolated districts as on many other worlds.

MAYA

Maya is the economic and military powerhouse of the Subsector. The independent world has long maintained trade ties to the Tellerian Main and continues to exert commercial, political and economic influence over the neighbouring cluster, even maintaining an outpost at Cinhoss on the main itself.

Maya is the outermost planet of a K3-type main sequence star whose planetary system is truncated by Zotz, a brown dwarf orbiting on average less than one billion kilometres from its primary. Less than 3% of Maya's surface is covered by land, half in a small continent, the rest in countless islands spread across the Maya's shallow world ocean. The 3.8-billion-year-old world is tectonically active with sulphur dioxide and carbon dioxide from hundreds of volcanoes fouling the air. Frequent earthquakes drive tsunamis and make coastal settlement hazardous. The seas teem with life


Karelian

but very little native life besides flora similar to moss and lichen inhabited the land when prospectors from the Third Imperium arrived.

The few outposts established in the 600s had been abandoned or destroyed by volcanic eruptions by the time permanent settlers arrived in 718. Not considered a prime target for colonisation, Maya prospered under the sponsorship of the Mayan Development Corporation (MDC), which was chartered to provide local infrastructure to support a concerted effort to extract resources from Maya and the asteroid belt separating the world from Zotz.

Compared to nearby worlds on the Tellerian and Dysitin Mains, Maya received a steadier stream of funding, allowing the world to expand and prosper over the course of a century. This prosperity benefited shareholders more than miners, however, and in 833 a general strike prompted the MDC to bring in mercenaries to restore order. The commander of these forces, Colonel Petra Khimshaga, objected to the use of lethal force against non-violent protestors and turned on her employers. Khimshaga occupied MDC corporate headquarters and seized its assets and leadership. She 'negotiated' the release of the senior managers and directors in return for the dissolution of the corporation and distribution of its assets to the striking miners and service workers.

In 835 Khimshaga won a provisional election to become Premier of the Independent Republic of Maya. She became the primary author of its constitution, which concentrated power in the executive power of the Premiership and the ministerial departments that assumed the functions of the former corporate government. Khimshaga retained the premiership until her death in 904, establishing the Mayan Star Navy as a formidable interstellar force and expanding the aging ore carriers she 'inherited' from the MDC into a major trade fleet. Profits from trade on the Tellerian Main were distributed to the populace, enhancing Khimshaga's reputation. Her successor, Premier Ivar Shem, privatised the trading fleet, breaking it into five competing corporations and taxing their proceeds, increasing revenues to the government, although at the cost of increasing inequality from the egalitarian era of Khimshaga's early rule. Distribution of services to citizens prevented this inequality from reaching the levels under MDC ownership but did create a dependency on government services for many people. Shem sponsored the 931 constitutional convention, which turned the premiership into a lifetime position chosen by an elite Electorate of 80 senior executives of ministerial departments.

Shem died in 944. The election of his successor Karin Gakeba was near unanimous, giving her a strong negotiating position when the Trelyn Domain began annexing the neighbouring Coos powers of the Dysitin Empire and the Karelian Association. Gakeba's assassination in 980 was blamed on Trelyn, although no independent evidence supported this allegation, leaving newly elected Premier Tomas Cinhoss to break off negotiations. Fortunately, relations with Trelyn did not remain bad for long. By 1005, Maya had signed a treaty with Trelyn guaranteeing Mayan independence and lowering trade tariffs.

In 1015 the Mayan Star Navy expelled a corsair band from a system on the edge of the Tellerian Cluster and claimed the system in the name of the premier, changing its name from Noram to Cinhoss and establishing a permanent presence above the inhospitable world. In 1035 Ralnn and Orylla contested Maya's claim, beginning a two-year war that ended in general recognition of Maya's control and naming of Cinhoss, although the premier for which it is named died a few months before the war had ended.

Four short-lived premierships followed Cinhoss's death, two ending in assassination, one in abdication and one in a natural death. In 1054 Olivia Rayland secured the premiership by a narrow margin. Despite a shaky start with a failed intervention in Kahre's civil war and a five-year economic recession, Rayland reformed Maya's economy, restructured the tax code and increased the system's interstellar stature by her prominent role in the Council of Worlds Agreement at Telleria. Rayland celebrated her 100th birthday and Golden Jubilee in 1104 and continues to actively supervise Maya's government.

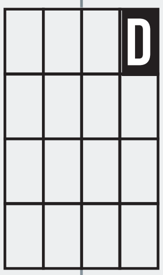
Maya grew rapidly over the course of four centuries, reaching a population of two billion just prior to Rayland's Golden Jubilee. The enthusiastic celebrations demonstrated the patriotism of most Mayans. Although they have little direct control of their government, law enforcement is not intrusive and a strong economy provides benefits to all citizens. Opportunities for advancement in mining, interstellar trade, the military and government, plus high technology products and services available to all are evident – and not just because of the prominent government advertising constantly reminding its citizens of these things. Mayans see themselves as the successful, orderly people of a world with a history of overcoming 'foreign' oppression and setting an independent course. Offworlders may find Mayan attitudes condescending but they are welcome to join the community and immigration continues to be a major source of Maya's population increase.

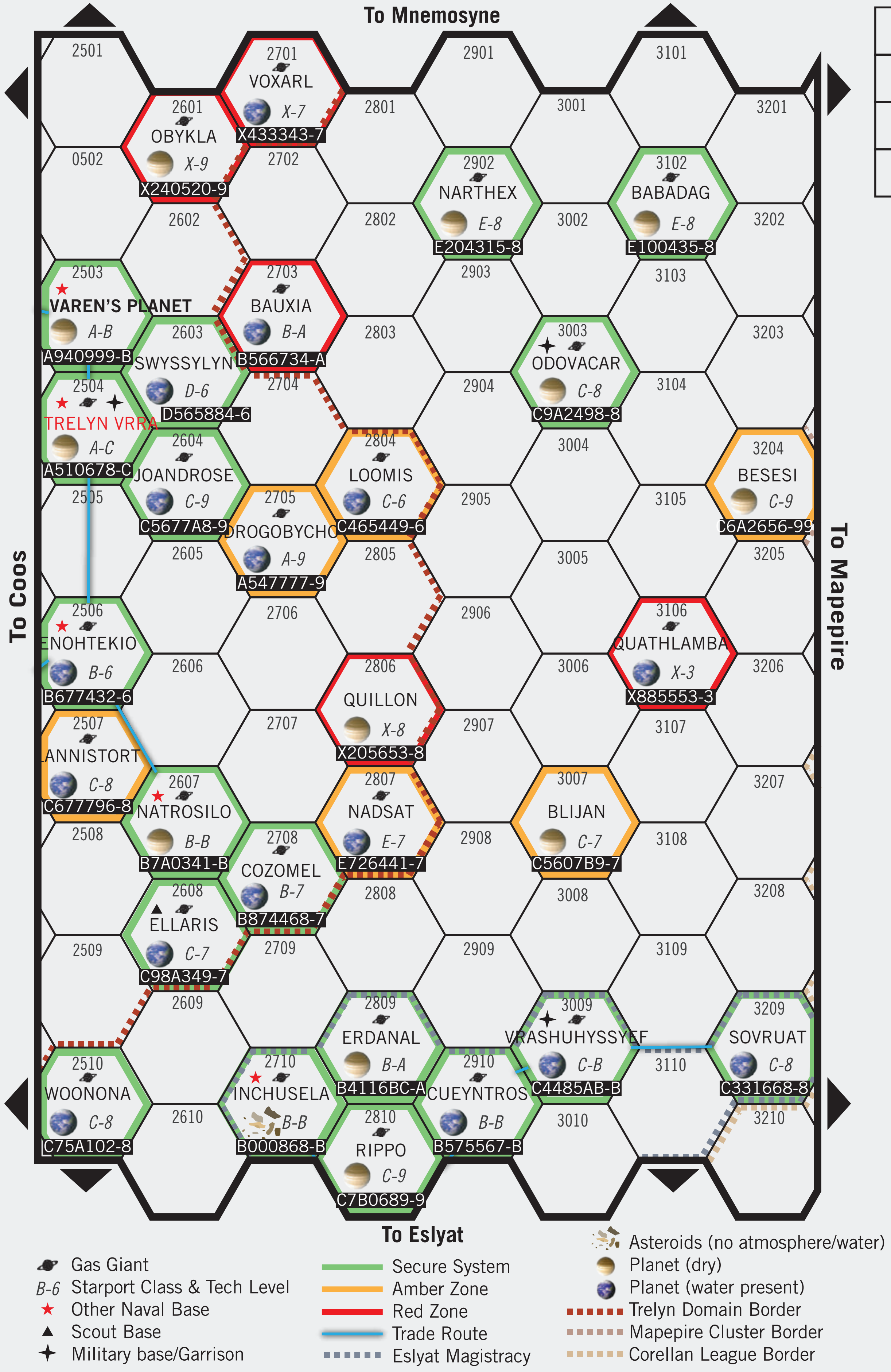
TRELYN

Located in the coreward-trailing corner of the Vanguard Reaches, the subsector now called Trelyn has been occupied by humans for more than 4,000 years and by Droyne for unknown millennia longer. Hopes for the subsector to become a centre of trade and barrier to Zhodani expansion have fallen short. The Zhodani have not expanded and the subsector is a conduit to trade spinward and coreward but its rimward frontier has become a conflict zone between humans and Eslyat, while its trailing half is filled with interdicted worlds and pirate havens. While it is the origin and capital of the Trelyn Domain, it is the least populated and least productive of the Domain's three regions. Trade with the largest state in the region, the Corellan League, is all but blocked by Eslyat expansion.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Babadag	3102		E100435-8	Ni Va			G
Bauxia	2703		B566734-A	Ag Ri	R	Droyne World	G
Besesi	3204		C6A2656-9	Fl Ni	A		
Blijan	3007		C5607B9-7	De Ri	A		
Cozomel	2708	M	B874468-7	Ni		Trelyn Domain	G
Cueyntros	2910		B575567-B	Ag Ni		Eslyat Magistracy	G
Drogobycho	2705		A547777-9	Ag	A	Trelyn Domain	G
Ellaris	2608	S	C98A349-7	Lo Wa		Trelyn Domain	G
Enohtekio	2506	N	B677432-6	Ni		Trelyn Domain	G
Erdsanal	2809		B4116BC-A	Ic Na Ni		Eslyat Magistracy	G
Inchusela	2710	N	B000868-B	As Na Va		Eslyat Magistracy	G
Joandrose	2604		C5677A8-9	Ag Ri		Trelyn Domain	G
Lannistort	2507		C677796-8	Ag	A	Trelyn Domain	G
Loomis	2804		C465449-6	Ni	A	Trelyn Domain	G
Nadsat	2807		E726441-7	Ni	A	Trelyn Domain	G
Narthex	2902		E204315-8	Ic Lo Va			G
Natrosilo	2607	N	B7A0341-B	De Lo		Trelyn Domain	G
Obykla	2601		X240520-9	De Ni Po	R	Trelyn Domain	G
Odovacar	3003	M	C9A2498-8	Fl Ni			G
Quathlamba	3106		X885553-3	Ag Ga Lt Ni	R		G
Quillon	2806		X205653-8	Ic Ni Va	R	Trelyn Domain	
Rippo	2810		C7B0689-9	De Ni		Eslyat Magistracy	G
Sovruat	3209		C331668-8	Na Ni Po		Eslyat Magistracy	
Swyssylyn	2603		D565884-6	Ri		Trelyn Domain	
Trelyn Vrra	2504	M N	A510678-C	Ht Na Ni		Trelyn Domain	G
Varen's Planet	2503	N	A940999-B	De Hi In Po		Trelyn Domain	
Voxarl	2701		X433343-7	Lo Po	R	Trelyn Domain	G
Vrashuhyssyef	3009	M	C4485AB-B	Ag Ni		Eslyat Magistracy	G
Woonona	2510		C75A102-8	Lo Wa			G

TRELYN SUBSECTOR




To Mnemosyne
To Coos
To Mapepire
To Eslyat
2501
2601 OBYKLA X-9 X240520-9
2701 VOXARL X-7 X433343-7
2801
2901
3001
3101
3201
0502
2602
2702
2802
2902 NARTHEX E-8 E204315-8
3002
3102 BABADAG E-8 E100435-8
3202
2503 VAREN'S PLANET A-B A940999-B
2603 SWYSSYLYN D-6 D565884-6
2703 BAUXIA B-A B566734-A
2803
2903
3003 ODOVACAR C-8 C9A2498-8
3103
3203
2504 TRELYN VRRA A-C A510678-C
2604 JOANDROSE C-9 C5677A8-9
2704
2804 LOOMIS C-6 C465449-6
2904
3004
3104
3204 BESESI C-9 C6A2656-99
2505
2605
2705 DROGOBYCHC A-9 A547777-9
2805
2905
3005
3105
3205
2506 ENOHTEKIO B-6 B677432-6
2606
2706
2806 QUILLON X-8 X205653-8
2906
3006
3106 QUATHLAMBA X-3 X885553-3
3206
2507 ANNISTORT C-8 C677796-8
2607 NATROSILO B-B B7A0341-B
2707
2807 NADSAT E-7 E726441-7
2907
3007 BLIJAN C-7 C5607B9-7
3107
3207
2508
2608 ELLARIS C-7 C98A349-7
2708 COZOMEL B-7 B874468-7
2808
2908
3008
3108
3208
2509
2609
2709
2809 ERDANAL B-A B4116BC-A
2909
3009 VRASHUHYSSYEF C-B C4485AB-B
3109
3209 SOVRUAT C-8 C331668-8
2510 WOONONA C-8 C75A102-8
2610
2710 INCHUSELA B-B B000868-B
2810 RIPPO C-9 C7B0689-9
2910 CUEYNTROS B-B B575567-B
3010
3110
3210
Gas Giant
B-6 Starport Class & Tech Level
Other Naval Base
Scout Base
Military base/Garrison
Secure System
Amber Zone
Red Zone
Trade Route
Eslyat Magistracy
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)
Trelyn Domain Border
Mapepire Cluster Border
Corellan League Border

The first known sophonts in the subsector were the Droyne who inhabited Bauxia long before the first Vlazhdumecta settlers arrived on Swyssylyn and Quathlamba in the -2900s. Ruins on Joandrose and Blijan hint at other early settlements but the first concerted attempt to colonise the subsector occurred during the Great Pulse of settlement from the Third Imperium in the 600s. The subsector initially took the name Dikwa from the world with the largest and initially most successful of these colonies.

By the time the ships of the Allarton Corporation arrived at the world they named Trelyn Vrra in 943, Dikwa was in decline and the rest of the Great Pulse settlements were at best insignificant. Ardesh Varen's corporation saved Dikwa from collapse and the world renamed itself Varen's Planet in his honour. The subsector is now known as Trelyn from the name of Allarton's headquarters.

Of the subsector's 29 systems and 2.66 billion inhabitants, 15 systems and 1.74 billion sophonts belong to the Trelyn Domain. Five Trelyn systems account for all but 81 million of those 1.74 billion sophonts and they have prospered as members of the Trelyn Domain. Three systems, Obykla, Voxarl and Quillon, and the 1.7 million people trapped upon them, are permanently quarantined, suffering from the effects of Emerling Plague. Four Trelyn Domain systems, Lannistort, Drogobycho, Loomis and Nadsat, are considered Amber Zones because of domestic strife. Three others, Ellaris, Cozomel and Natrosilo, have been battlegrounds in the Eslyat Wars.

The independent systems of the subsector include Woonona, a water world fought over during the last two Eslyat Wars, Quathlamba, interdicted by the Trelyn Domain to protect its traditional Vlazhdumecta culture and five trailing systems suspected of being pirate havens: Odovacar, Babadag, Narthex, Besesi and Blijan.

Little is known about Bauxia, a planet tidally locked to a dim red dwarf. An IISS mission visited the Droyne world in 453 but subsequent attempts at contact have resulted in stern warnings to stay away, punctuated by radar locks from missile systems. The entire system remains interdicted.

The Eslyat Magistracy claims six rimward systems in the subsector, including Inchusela, home to more Eslyat than live upon their homeworld of Elliador. The Magistracy's occupation of Erdsanal, Cueyntros and Sovruat, once inhabited by humans, is a source of tension with the Corellan League.

BLIJAN

Although characterised as a desert world, Blijan's distinguishing feature is the glittering lakes dotting the world's twilight zone. Ruled in theory by the aging Czar Stavin III, in practice Blijan is run by a cartel of gangs engaging in both legitimate and criminal activities. Nearly everyone on Blijan pays protection money to one or more gangs and corruption permeates the Czar's government. While the gang elites and Czar's favourites live in palaces supported by imported technologies, the vast majority of its 20 million residents struggle to survive under decades-old martial law restrictions ostensibly meant to curb gang activity.

Blijan orbits its red dwarf primary every 31 days, leading to a 'month' during which the tidally locked world's orbital libration and placement of mountain ranges determines whether a particular lake district is in sunlight or twilight. In either case, the climate in the lake regions remains temperate. Clouds forming over mountains on the near dark side deliver rains feeding the lakes but the lakes themselves have only local outlets into larger saltwater lakes. Salt flats dominating the equatorial regions of Blijan point to an era of greater rainfall but the wet period predates Blijan's colonisation by a half million years. Native life is confined to the twilight zone and remains primitive with little truly multi-cellular flora, despite life appearing to have existed for most of Blijan's eight-billion-year history.

Lack of water and few fuel sources beyond the lakes and a sparse asteroid belt delayed Blijan's official colonisation until the 730s. By then pirate bands had intermittently used Blijan as a base for almost a century. Within two decades of settlement, a local leader, Mayor of Lakeshore Stavin Russ, invited two pirate bands to use Blijan as a refuge but only if they helped him take over the world. In 753 Blijan's population was less than 100,000 and confined to three lakeside settlements. In a coordinated effort, the two pirate bands attacked the other settlements and Stavin declared martial law in Lakeside to counter the 'threat'. Stavin then 'negotiated' a deal with the pirate bands that left him in charge of the entire planet. In 755 he declared himself Czar Stavin I. Those who resisted faced corsairs and mercenaries whose only loyalty was to loot.

The original pirate gangs did not survive long but they set a precedence. Stavin invited other bands of marauders, smugglers and organised criminals to Blijan with the promise of refuge and let them operate with impunity, as long as they did not threaten his rule. He even granted their leaders titles of nobility in return for a 'tithe', which they extracted from the population of Blijan and 'foreign operations'. Stavin could claim there was no taxation on Blijan but the people still paid. Assisted by anagathics, Stavin ruled until 945, living past his 200th birthday. His great-grandson took the crown as Stavin II and organised a formal bureaucracy of ministries and courts to lend superficial legitimacy to his regime, hoping to prevent interference from the Corellan League and the rising power of the Trelyn Domain but the underlying reality of life on Blijan remained the same.

When Stavin III inherited the crown from his father in 1083 he was already 151 years old. Even with anagathics, he was and remains in failing health. Power rests in the hands of crime lords and their allies in the ministries and courts of Blijan's bloated patronage-ridden bureaucracy. Floating palaces and superyachts float above and upon Blijan's lakes but on the shores 95% of the population lives in shantytowns with intermittent electricity and poorly desalinated water.

Trade between the Corellan League and Trelyn Domain is hindered by the existence of the Eslyat Magistracy, which prevents jump-2 access except via a corewardly route from Lanthesandra crossing into the Duchy of Mapepire, then on to Besesi and Odovacar before reaching Loomis. A jump-3 vessel, or a ship capable of crossing three parsecs in multiple jumps, can cross from Lanthesandra to Blijan and on to Nadset. These unappealing choices – both hampered by poor ports and piracy – explains why both states focus trade in opposite directions but Blijan receives a certain flow of traffic.

Blijan lacks a highport. Visiting spacecraft not in league with a gang must land at Lakeshore Downport, a facility best described as adequate. Tariffs are high but bribes are cheaper, greasing the wheels of commerce for those in the know. Berthing fees are low but a crew can be expected to be approached by an emissary claiming to represent the Lakeshore Chamber of Commerce, who can offer unspecified services for a fee. Travellers are wise to comply.

INCHUSELA

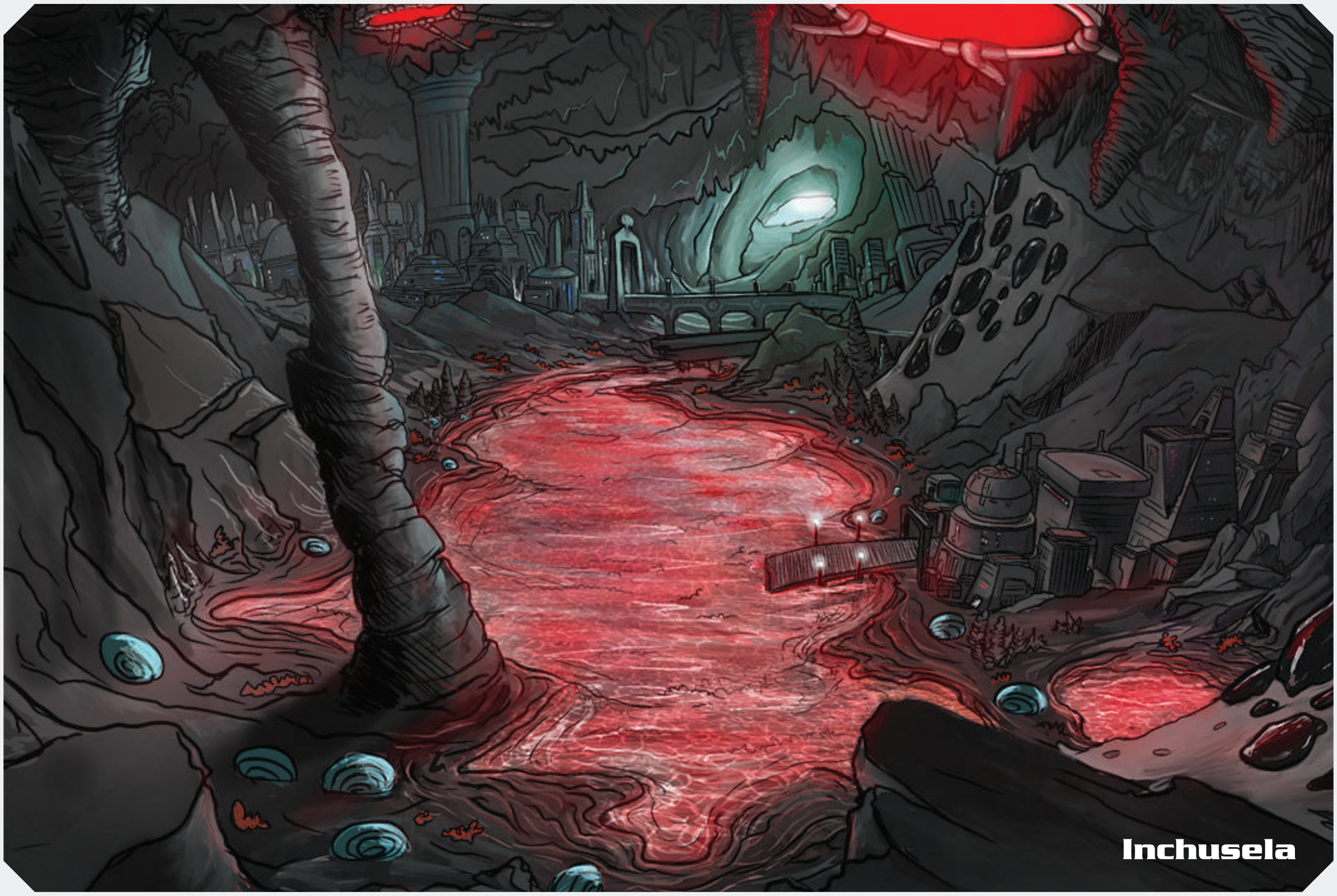
Among the vast asteroid belts of Inchusela are several hundred habitats, some more than 30 kilometres long, that house more Eslyat than live on their doomed homeworld of Elliador. Sitting on the border between the Eslyat Magistracy and Trelyn Domain, the system is a heavily militarised bastion of Eslyat expansion.

The Inchusela system consist of a binary of bright type-A main sequence stars and three broad asteroid belts, including an inner field reaching out towards the habitable zones and belts between and beyond the system's two gas giants. The two stars circle each other in a tight three-day orbit. The inner belt, stretching from 0.5 to nearly 3 AU from the primaries, is interrupted by 'shepherd worlds', dwarf planets pummelled by rocks perturbed by the large gas giant that lies beyond the belt.

In the middle belt stony asteroids form the thick outer shell of habitats spun to simulate Elliador's gravity and filled with shallow salty seas. These habitats rotate with a wobble induced by 'slosh tanks', water-filled cavities mechanically controlled to alter their spin axis enough to simulate the effects of Elliador's moon, creating a 15-hour tide sequence that varies across a 36-day period to emulate the moon's eccentric orbit. Most of the habitats' inner surfaces are shallow water, with a few highlands remaining dry throughout the tidal cycle. The inner shells, or 'seafloor', are covered in coral-like *syrkisya* whose polyps form the base of the habitats' food chain. These habitats, bathing their interior in a red light like that of a dying sun, emulate the environment of Elliador to an extent not possible on any world the Eslyat have settled.

The Eslyat first reached the Inchusela system in 620, during their second interstellar exploratory voyage with a primitive reverse-engineered jump vessel. Knowing their world was doomed when their sun reached its helium flash in less than 10,000 years, the Eslyat were eager to develop interstellar colonies and resources. The vast asteroid fields of Inchusela provided a way to accomplish both goals. In 641 work began on Hurshkiss, the first 'small' habitat just under a kilometre in length. Initial colonists arrived just 10 years later. Problems maintaining Hurshkiss's ecology forced the abandonment of this habitat and its two peers within a few decades but lessons learned in their construction and occupation led to improvements in the next set of six-kilometre-long habitats. These second-generation habitats began construction in 685 and were the first to carry slosh tanks. The eight second-generation habitats are still occupied more than 400 years later. Ellishmurha, Inchusela's current capital, was the first 30-kilometre habitat, completed in 820. Occupied by Inchusela's governor, traditionally the heir of Elliador's royal family, Ellishmurha is also home to the main nexus of the system's naval base, with repair yards buried deep in its half-kilometre-thick shell.

Inchusela was the site of major battles in the first three Eslyat Wars of 981, 1057 and 1083. In the first two wars, the battles went poorly for the Eslyat forces but the habitats, well defended and inside the jump shadow of the twin stars, remained impenetrable to Trelyn forces. During the Third Battle of Inchusela the Trelyn Royal Navy was forced to withdraw by swarms of Eslyat fighter craft before they could even approach


Inchusela

installations at the edge of the jump shadow. In the Fourth Eslyat War of 1087, there were far too many defenders for the Trelyn Royal Navy to overcome and they did not even attempt to engage the Eslyat forces, refuelling from comets in the outer system far beyond the fighters' range.

In 1070, the Inchusela system's population had matched that of Elliador itself, with immigration and a higher birth rate it reached 800 million by 1100. Although more populous than its homeworld, Inchusela remains ruled as a fief by the Tarf Royal family of Elliador, with Sub-princess Cherlla Tegraci Tarf Selyin, tenth of her name, as local ruler, subject only to her similarly named mother's whims. The Eslyat inhabitants of the Inchusela rarely travel outside their resident habitats, designed to emulate an idealised replica of their homeworld. But for the curving horizon and waters above their heads, they could be on Elliador itself, experiencing the smells and tastes of calm summer days that will persist long after their homeworld is ash. Some think it ironic the Eslyat would choose such short-lived bright stars as their primary colonial abode but the twin white suns of Inchusela are more than 100 million years from their advance towards becoming red giants, plenty of time for whichever advanced habitats might occupy distant time to find a new home around distant stars, if they need stars at all.

TRELYN VRRA

As capital of the Trelyn Domain and headquarters of the Allarton Corporation, the desolate world of Trelyn Vrra is the centre of the Grand Duke's power and a cultural mecca bringing 'Imperial civilisation' to a realm 50 parsecs beyond the border of the Third Imperium – more than 200 parsecs and nearly 60 x-boat jumps from Capital. Trelyn Vrra is not an Imperial world but its inhabitants like to consider this a technicality, although few Imperial citizens could even point to the sector in which it resides.

On old charts the Trelyn Vrra system is named Dorff. A challenging system with no habitable planets, its two gas giants are located deep in the jump shadow sunward of the habitable zone and its sparse asteroid belt more hazard to navigation than source of fuel. It remained uninhabited until the arrival of Ardesh Varen at the head of an Allarton Corporation fleet in 943. The planet itself is a rusty world battered by the asteroid belt for over seven billion years until its sparse carbon dioxide atmosphere left the world looking like, as the IISS survey said, 'an oversized drier version of Mars'. Unlike the fourth world of Sol, the fourth world of the Trelyn Vrra system sits squarely in the habitable zone, explaining why it lacks polar caps and keeps what little water remains deep in its shattered crust.

Trelyn Vrra orbits a type-K6 main sequence star, which puts enough tidal force on the world to give it a slow retrograde rotation period of 76.6 days, resulting in a solar day of 51.6 days length and a three 'day' year of 158 standard days or, as the IISS report states 'a quicker version of Venus'. A half billion kilometres further than the asteroids orbiting beyond Trelyn Vrra is the system's second star, a red dwarf with a compact system of five rockball worlds of minimal value.

Varen claimed the system as his capital mostly because it was vacant and centrally located to worlds he intended to entice to join his realm. The gambit worked and it was soon repeated at Coos in the neighbouring subsector. Although asteroids and other planets and moons of the system were not prime targets for development, they were useful sources of hydrogen fuel and basic materials. Two small stony asteroids now circle Trelyn Vrra, respectively hosting a commercial and military port.

Khashla, the second grand duke, named the capital city of the Trelyn Domain Ardesh in honour of his father. The city occupies the towering central peak of an impact crater of the same name. The Adamantine Palace sits atop the peak, far above the spires and tunnels of a city home to half the world's eight million citizens.

There are three governments on Trelyn Vrra, although the grand duke is ultimately in charge of all of them. Ardesh is a city-state of which the grand duke is the lord mayor. The rest of the planet is a constitutional monarchy over which the grand duke is the Duke of Trelyn Vrra. The Allarton Corporation, of which the grand duke is chairman, is separate from the government structure of both system and Domain, and headquartered at the inner moon, Allarton, home to the commercial port. The Allarton Corporation owns the moon outright, including its highport and shipyard, and has 'sovereign control' over the downport at Ardesh. While some consider these three separate entities a formality, they represent three different jurisdictions with different charters, laws and bureaucracies only crossing at the household of the grand duke himself. The Adamantine Palace, outer moon Styryx and the system beyond 100 planetary diameters of Trelyn Vrra belong to a fourth jurisdiction, the Trelyn Domain itself.

The Adamantine Palace is constructed of imported bonded superdense, allowing its slender spires to stretch many kilometres into the sky while still protecting its inhabitants from meteor strikes or assassination attempts. Its many ballrooms are showcases of Imperial culture, with nearly every evening hosting an event honouring some local noble or important personage such as the Imperial ambassador – the son of a subsector duke more known for parties than diplomacy. This suits the grand duke fine. Trelyn is a distant client state, not an Imperial world. His grandfather was the last Varen to hold an Imperial title and the Moot meeting in the Grand Assembly on the lower levels overlooking Ardesh is filled with local counts, marquises and barons over which he has total control.

VAREN'S PLANET

When first settled, the planet then known as Dikwa was the jewel of the subsector that once bore its name and the powerhouse of the small 10 system main that still bares that name. After a long decline, it rose again as the beacon of the promise of Ardesh Varen's Trelyn Domain, renamed after its saviour.

Varen's Planet is the sixth of 10 worlds orbiting an aging F5-type subgiant star. It was once the seventh of eleven but the innermost world is now a trail of rubble torn apart by the tremendous heat of its expanding star. Varen's Planet is a large world, once near the outer edge of the habitable zone, now inside its inner edge. Blessed with mineral riches, the dense planet has a gravity of 1.3 standard. Its once ice-covered oceans melted and then evaporated, leaving vast salt plains whose dust poisons the air. Only scattered oases and hardy organisms remain of a once rich ecosystem.

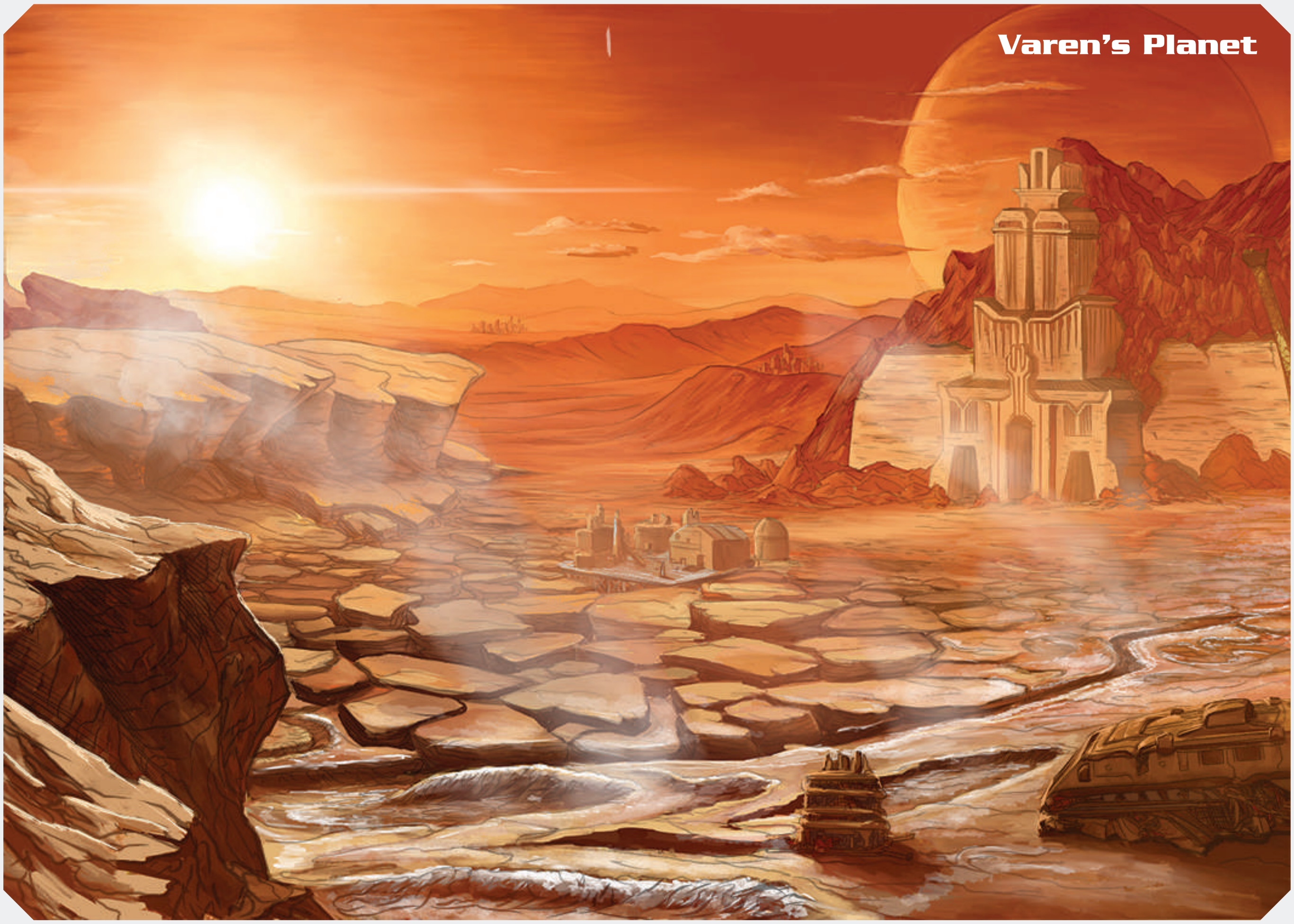
Despite this, Dikwa was quickly settled by Imperial colonists arriving in 625 as miners, intent on harvesting the vast mineral wealth of not just Dikwa but the system's metal-rich inner worlds and asteroids. For nearly two centuries, Dikwa prospered but its corporate governors focused on short-term gains, not the long-term wellbeing of millions who came to call the planet home. As easily harvested sources of wealth dwindled and expenses increased, most mining companies abandoned the world for better prospects or sold assets to workers' cooperatives who had little choice but to continue operations to support themselves.

By 820, Dikwa's population approached two billion people. Its newest infrastructure was 50 years old and local markets for its exports – the Dysitin Empire and the Karelian Association – had their own problems. The scattered mining sites near oases managed a marginal existence but those in the deep desert failed, sending refugees to the remaining cities, further straining resources in a spiral of decline. Never able to form a global government, the city states of Dikwa wasted resources fighting over water rights, marginal mines and threadbare equipment.

When Ardesh Varen's Allarton Corporation ships arrived in 948, most city states took the opportunity to trade sovereignty for survival. Some did not but the technological superiority of the new arrivals was such that resistance to the new regime collapsed after only one high-tech military 'demonstration'. By 953 the Dikwa Reclamation Council was the new global government of the first world to join the Trelyn Domain. The following year, the people of the planet voted to rename their world Varen's Planet in honour of their saviour. It was not an overwhelming majority but it was a free vote and for that alone the people of the world remain loyal and enthusiastic to showcase their planet as an example of what Trelyn Domain membership could bring.

The population of Varen's Planet declined from over two billion to less than a billion before rebounding slowly. This decline came not from starvation or disaster but a low birth rate over the course of a century. The subsequent increase in population came not so much from birth rate but life expectancy. At its peak, 46 city states dotted the planet. Of those, 18 were deep desert facilities abandoned long before the Allarton fleet arrived. Ten oasis cities have since been abandoned as part of a consolidation of resources, leaving 18 vibrant sustainable cities rebuilt over the past century and a half. The abandoned 28 are called Dikwa Ruins, their crumbling remains now tourist attractions scattered across the harsh world.

The Dikwa Reclamation Council is still the world government. Rationing still exists, mainly of water for industrial uses but Varen's Planet is finally rich enough, not for its citizens to live lives of luxury but at least for them to know they are more likely to die from the infirmities of old age than starvation or dehydration.

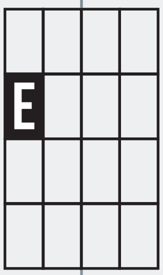

Varen's Planet

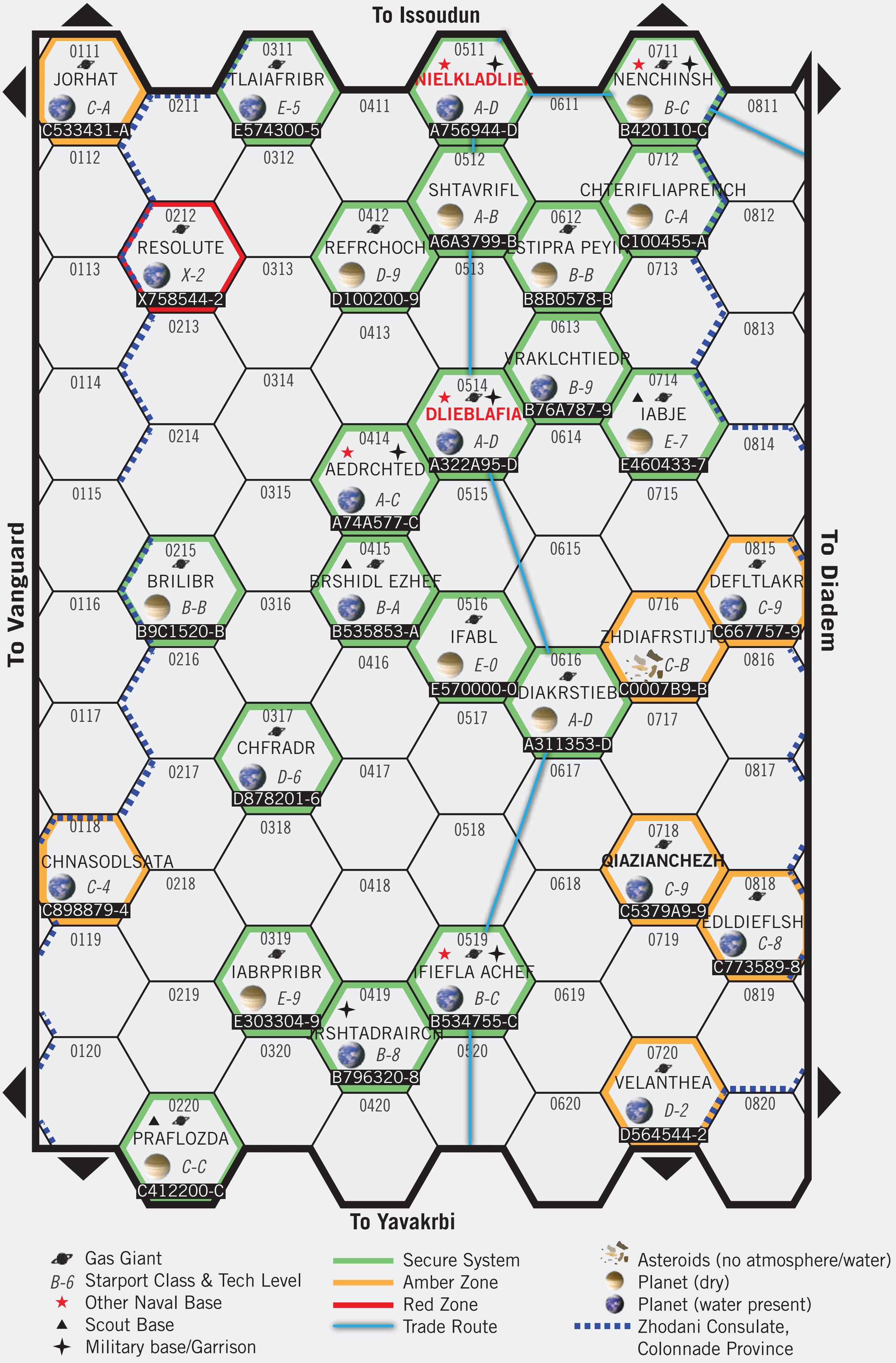
DLIEBLAFIA

Dlieblafia contains 28 systems and 13.1 billion inhabitants. Except for the freeport at Jorhat, the entire subsector is part of the Zhodani Consulate Colonnade Province. Five of these systems are considered ‘unabsorbed’; claimed by the Zhodani but four are inhabited by non-ethnic Zhodani, mostly from the Corellan League or Third Imperium who settled prior to the 600s when Zhodani expansion through Dlieblafia began in earnest. Qiazianchezh remains unabsorbed because of its anti-psionics culture while the other four systems, Defltlakr, Zhdiafrstijts, Edldieflsh and Velanthea, have accepted Zhodani suzerainty and names within the past century but not adopted Zhodani culture to any great extent. Another system, Resolute, is home to an even older regressed colony thought to date to the Sindalian Diaspora and interdicted to protect the primitive xenophobic culture.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Aedrchted	0414	M N	A74A577-C	Ht Ni Wa		Colonnade Province	
Brilibr	0215		B9C1520-B	Fl Ni		Colonnade Province	G
Brshidl Ezhef	0415	S	B535853-A			Colonnade Province	G
Chfradr	0317		D878201-6	Lo		Colonnade Province	G
Chnasodlsata	0118		C898879-4	Lt	A	Colonnade Province	
Chterifliaprench	0712		C100455-A	Ni Va		Colonnade Province	
Defltlakr	0815		C667757-9	Ag Ga Ri	A	Colonnade Province	G
Diakrstieb	0616		A311353-D	Ht Ic Lo		Colonnade Province	G
Dlieblafia	0514	M N	A322A95-D	Hi Ht In Na Po		Colonnade Province	G
Edldieflsh	0818		C773589-8	Ni	A	Colonnade Province	G
Iabje	0714	S	E460433-7	De Ni		Colonnade Province	G
Iabrpribr	0319		E303304-9	Ic Lo Va		Colonnade Province	G
Ifabl	0516		E570000-0	Ba De		Colonnade Province	G
IfieflaAchef	0519	M N	B534755-C	Ht		Colonnade Province	G
Jorhat	0111		C533431-A	Ni Po	A		G
Jrshtadrairch	0419	M	B796320-8	Lo		Colonnade Province	
Lstipra Peyin	0612		B8B0578-B	De Ni		Colonnade Province	G
Nenchinsh	0711	M N	B420110-C	De Ht Lo Po		Colonnade Province	G
Nielkladlief	0511	M N	A756944-D	Ga Hi Ht		Colonnade Province	
Praflozda	0220	S	C412200-C	Ht Ic Lo	A	Colonnade Province	G
Qiazianchezh	0718		C5379A9-9	Hi	A	Colonnade Province	G
Refrchoch	0412		D100200-9	Lo Va		Colonnade Province	G
Resolute	0212		X758544-2	Ag Lt Ni	R	Colonnade Province	G
Shtavrifl	0512		A6A3799-B	Fl		Colonnade Province	
Tlaiafribr	0311		E574300-5	Lo Lt		Colonnade Province	G
Velanthea	0720		D564544-2	Ag Lt Ni	A	Colonnade Province	G
Vraklchtiedr	0613		B76A787-9	Ri Wa		Colonnade Province	
Zhdiafrstijts	0716		C0007B9-B	As Na Va	A	Colonnade Province	

DLIEBLAFIA SUBSECTOR




To Issoudun
To Vanguard
To Diadem
To Yavakrbi
0111
JORHAT
C-A
C533431-A
0211
0311
TLAIAFRIBR
E-5
E574300-5
0411
0511
NIELKLADLIE
A-D
A756944-D
0611
0711
NENCHINSH
B-C
B420110-C
0811
0112
0312
0512
SHTAVRIFL
A-B
A6A3799-B
0712
CHTERIFLIAPRENCH
C-A
C100455-A
0212
RESOLUTE
X-2
X758544-2
0412
REFRCHOCH
D-9
D100200-9
0612
STIPRA PEYI
B-B
B8B0578-B
0812
0113
0313
0513
0713
0213
0413
0613
VRAKLCHTIEDR
B-9
B76A787-9
0813
0114
0314
0514
DLIEBLAFIA
A-D
A322A95-D
0714
IABJE
E-7
E460433-7
0214
0414
AEDRCHTED
A-C
A74A577-C
0614
0814
0115
0315
0515
0715
0215
BRILIBR
B-B
B9C1520-B
0415
BRSHIDL EZHEF
B-A
B535853-A
0615
0815
DEFLTLAKR
C-9
C667757-9
0116
0316
0516
IFABL
E-0
E570000-0
0716
ZHDIAFRSTIJT
C-B
C0007B9-B
0216
0416
0616
DIAKRSTIEB
A-D
A311353-D
0816
0117
0317
CHFRADR
D-6
D878201-6
0517
0717
0217
0417
0617
0817
0118
CHNASODLSATA
C-4
C898879-4
0318
0518
0718
QIAZIANCHEZH
C-9
C5379A9-9
0218
0418
0618
0818
EDLDIEFLSH
C-8
C773589-8
0119
0319
IABRPRIBR
E-9
E303304-9
0519
IFIEFLA ACHEF
B-C
B534755-C
0719
0219
0419
RSHTADRAIRCH
B-8
B796320-8
0619
0819
0120
0320
0520
0720
VELANTHEA
D-2
D564544-2
0220
PRAFLOZDA
C-C
C412200-C
0420
0620
0820
Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
▲ Scout Base
✦ Military base/Garrison
Secure System
Amber Zone
Red Zone
Trade Route
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)
Zhodani Consulate, Colonnade Province

Most of the subsector's population lives on two worlds, Dlieblafia and Qiazianchezh, both settled as a result of the Zhodani Great Rift Expedition in years prior to -1100. Dlieblafia was established as an outpost to support the expedition and Qiazianchezh by the misjumped relief ship tasked with evacuating Dlieblafia at the end of the expedition. These two worlds received only sporadic contact in the centuries prior to the establishment of the *Driantia Steblenzhtia* in 576 and the beginning of wholesale Zhodani colonisation. Even then, for the first century of expansion, the worlds remained beyond the frontier and Imperial settlers reached the trailing rimward systems of the subsector before Zhodani colonists arrived.

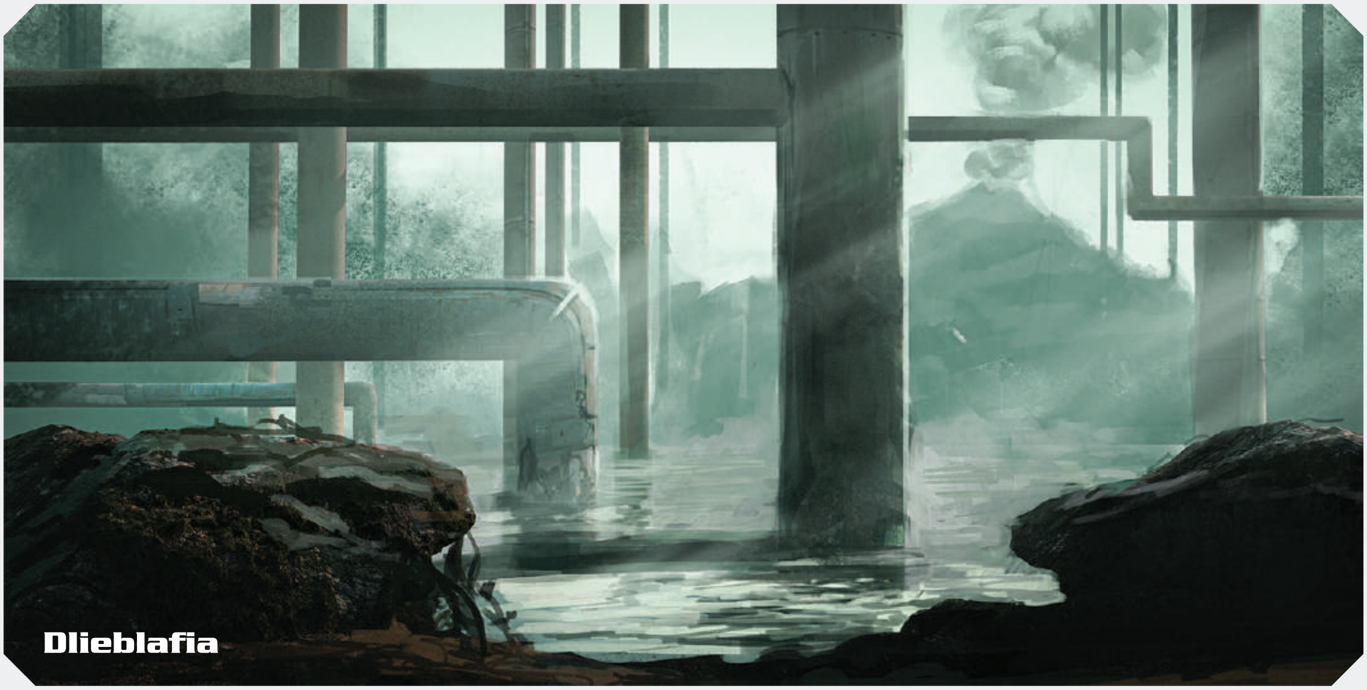
Near the furthest extent of the Colonnade Province, Chnasodlsata remains locked in a decades long civil war that has destroyed its colonial infrastructure and Praflozda is still a lawless gas giant moon in a system dominated by wildcat belter mining operations spread across a dense young system of multiple worlds and asteroid belts.

DLIEBLAFIA

The outermost planet in the tightly packed planetary system of the brighter of two stars, Dlieblafia is an unlikely candidate to be the most populous world of the Colonnade Province. Despite spending much of the two millennia of its existence in isolation, it retained its technology and Zhodani culture throughout difficult times.

Dlieblafia is a small world whose atmosphere is much too tenuous and contaminated to support life outside the confines of its briny seas. Its orbit around its G4-type primary star is rather eccentric, leaving its surface baked during the close approach 'summer months', especially in its northern hemisphere where both axial tilt and eccentricity contribute to more extreme seasons. Dlieblafia is less than a billion years old. Despite a dense iron core and fast 13-hour rotation producing a strong magnetic field, the world is losing atmosphere and will likely be unable to support liquid water within the next few hundred million years. In the meantime, lichen-like growths on rocks exposed by solar tides are the only native surface life and the very thin dusty atmosphere lacks enough oxygen to support humans without supplemental tanks or advanced multi-stage compressors.

Dlieblafia owes its settlement to the Zhodani Great Rift Expedition, the Consulate's only recorded survey of the Iphigenaia sector. The expedition used Dlieblafia as a staging base and rally point for subsidiary exploration of systems in the Vanguard Reaches and in -1104 placed a surface station on the shores of a briny sea to refine fuel, support minor maintenance and resupply the small station in orbit above. When the expedition ended in -1101, a few hundred technicians stayed behind to expand the surface station for a cancelled follow-on expedition. *Zhidrbenshdao*, the ship sent to evacuate that crew, set out in -1099 from Pridrda more than 40 parsecs coreward but failed to arrive, misjumping and becoming stranded on the world Qiazianchezh. *Zhidrbenshdao* was assumed to have been lost on its return voyage with Dlieblafia station personnel


Dlieblafia

already onboard and no ship followed up. The crew of the forgotten Dlieblafia station survived in isolation for more than four centuries, expanding their outpost into a catacomb of linked lava tube cities. By the time of next contact with Zhodani exploratory traders in -668, the orbital station had long since burned up and the small ground station had become a mostly subterranean city, the largest on a world of nearly a million inhabitants.

By -500, the people of Dlieblafia had regained spaceflight, building a new orbital station and exploring other worlds of their compact star system. By 120, the population of Dlieblafia had reached a billion people and their subterranean cities filled lava tubes five kilometres across and hundreds of kilometres long. When Zhodani expansion reached Dlieblafia, the world was eager to join the nascent *Driantia Steblenzhtia*, becoming its rimward district capital in in 626. At the centre of a main of 15 systems it became the hub of expansion across the subsector that bears its name and home to the largest Zhodani military base in the sector. Dlieblafia's shipyard produces both military and civilian ships, and is a centre for the planning and logistics of exploratory missions to spinward and rimward, echoing the world's original purpose.

Throughout the centuries of isolation, Dlieblafia maintained a mainstream Zhodani culture. The harsh environment of the surface and occasional rumblings of active volcanos – in one case requiring the evacuation of an entire city of six million people – imposed stringent environmental regulations and strict building codes but the bureaucracy that still runs Dlieblafia is led by the Nobles and operated by the Intendants. The Proles remain content with their lives, contributing to the economy according to their skills and living a comfortable existence. Local psionic games continued to be held throughout most of Dlieblafia's history. In contrast to the idiosyncrasies of Chyia Nedlkel and the outright rejection of Zhodani values on Qiazianchezh, Dlieblafia is often put forward as evidence that Zhodani society is stable over long periods of time, even in isolation.

JORHAT

Situated at the spinward edge of the sector, beyond the borders of the Colonnade Province, Jorhat is a freeport on the route to nowhere, home to those who reject the rules of Zhodani society and society in general.

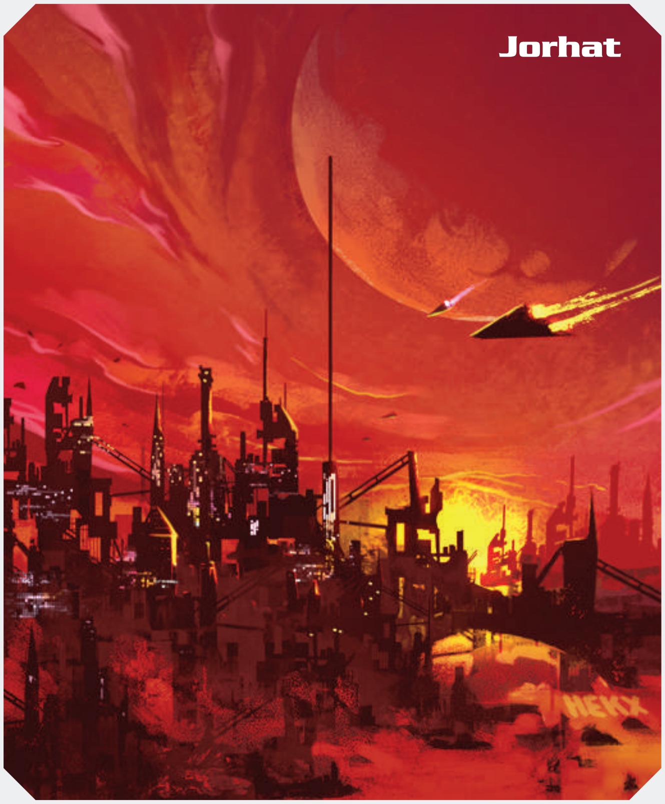
Jorhat orbits at the inner edge of the habitable zone of the brighter of a pair of orange and red dwarfs. Only its twilight zone – or rather the protected river valley just beyond the sunlit zone – is marginally habitable, with the bright side a lifeless desert and the dark side an icy wasteland lit only half the year by the faint light of a red dwarf half a billion kilometres distant.

Jorhat's downport – there is no highport – sits under the red sky of perpetual dusk and pink high-altitude wispy clouds. Jorhat City was once the site of a small Zhodani exploration base, occupied for less than a decade in the 760s. The region around the Jorhat River and the swamp into which it drains is several kilometres below the mean radius of the world. Oxygen partial pressure at Jorhat City hovers around 90 millibars, which is barely breathable with adaptation. Half the people of the world live in smaller settlements around the Jorhat Valley, the other 35,000 in the city that started as a freeport and ship repair centre in 940. The original business plan of supporting a small belter population fell through when the few deposits worth claiming quickly played out. The Jorhat system is rather metal poor.

Within a decade, newcomers arrived – a mix of dissidents, smugglers and outright pirates seeking to avoid Zhodani law. The next few decades saw turf battles and gunfights in the streets as factions vied for control. In 1006 the conflict came to a head as a corsair group led by Jezri Vepedziao threatened to detonate a nuclear device at the port as part of an ill-conceived extortion plot. This threat immediately caused the formation of the Anti-Jezri Coalition, which addressed the problem by capturing Jezri and his band and detonating the nuke on Jezri's ship far beyond Jorhat's orbit. Jezri and his surviving crew were vaporised aboard his ship and Jorhat finally received a rough form of government.

The Coalition rules Jorhat. Its laws are simple: no weapons of mass destruction, no threats against the port. Everything else from murder to public intoxication is subject to negotiation. The Coalition is a diverse group of leaders – some would say little more than crime bosses controlling the industries of Jorhat City. Those amount to smuggling, protection, piracy, slavery, radical cyborgisation, assassination and other unsavoury activities. Those under the (paid) protection of a member of the Coalition can expect to be treated with respect by just about everyone in town. Those who refuse often end up dead in the street or enslaved on some desolate mining outpost.

Outside Jorhat City, the culture is different. The Valley Folks are mostly refugees, fleeing Zhodani laws, surviving by subsistence farming and craftwork. A group called the Boat Folk live on rafts floating in the swamp, harvesting local seaweed and fishing the native giant flatfish that lurks in the shallows. By unspoken



agreement, the Coalition protects the Valley and Boat Folk from depredations of outsiders. The Coalition does not charge for this, realising perhaps the necessity of these people to the long-term survival of the freeport. If the Valley Folk are threatened, they may call the city to request the help of an enforcer, a thug or assassin in the pay of a Coalition boss, who will help the community address some threat. On the rare occasion an enforcer goes rogue, the Coalition will 'take care of the problem' and pay restitution if necessary.

One question a newcomer may ask upon arrival at the downport is 'who the frak was Jorhat?'. Nobody knows but there are as many fanciful answers as there are bars in Jorhat City.

NIELKLADLIEF

The tundra world of Nielkladlief technically qualifies as a garden world but its average surface temperature is -2°C, with ice covering half of the planet's surface area. Since 996 Nielkladlief has been the capital of the entire Zhodani Consulate Colonnade Province, serving as the administrative centre of the 88 Colonnade systems.

Nielkladlief orbits a pair of main sequence stars, a yellow-white F9-type and an orange-red M0-type separated by up to 0.6 AU during their 170 day orbit. Each of these stars has three rocky worlds in tight orbits and the brighter has an asteroid belt beyond those worlds that acts as a source of unstable orbit-cross hazards. Nielkladlief is the innermost of the worlds orbiting both stars, averaging 1.6 AU from the pair's barycentre and orbiting just outside a sparse rocky asteroid field.

Located at the edge of the habitable zone, only volcanic activity and a long summer with associated melts keeps the planet from undergoing a runaway icehouse. Nielkladlief's southern hemisphere is more moderate than the north, with the summer season of the 610 standard day year coinciding with furthest separation from the two stars – although the binary components' orbit complicates the swing of seasons considerably. The net result is a region between the equator and edge of the southern tropics at 15° south that remains above freezing throughout most of the year.

First settled as a mining colony in 630, Nielkladlief grew as a recreation centre for the local belter community and other spacers, with 'winter' sports and hiking available near the downport most of the year. A compatible ecosystem allowed the development of an agricultural industry to feed the spacers and a shipyard capable of repairing their ships followed. Simple regulations allowed the world to prosper. Situated at the coreward end of the Dlieblafia Main, the world became a resupply point for settlers, traders and explorers heading rimward and, from many a ship passing through, some decided to stay behind on the pleasant world.

By 804, Nielkladlief had a population in the millions and the beginnings of a local ore processing industry in orbit. In that year, a 20-kilometre diameter rock dubbed The Big One was perturbed out of its orbit around Tlobre, the brighter of Nielkladlief's two stars, and set to impact Nielkladlief within two years. The local population of spacers scrambled to divert the massive asteroid before it could wreck Nielkladlief's ecosystem for millennia to come. Their solution was to install thrusters and mass drivers on the asteroid, changing its orbit so it would miss its target. In 806, The Big One passed within 3,000 kilometres of Nielkladlief's surface on an altered course. When it passed near Nielkladlief again five years later, additional thrusters placed it into orbit. The Big One, renamed Drienshfleldria, after a mythical sky palace, became Nielkladlief's moon and evolved into its orbital port and the Colonnade Province's largest shipyard.

In 996, with expansion across the region complete, Nielkladlief became the new capital of the Colonnade Province, its administrative offices the centrepiece of the purpose-built capital of Izdona, a city set in a valley near some of the best ski slopes and hiking trails on the planet. The world government has tried to control development in subtle ways, rewarding density and discouraging surface roads. Benefiting from an uninterrupted legacy of high technology, nearly all transport on Nielkladlief is via grav vehicle. Tall cities concentrate the population in two dozen urban zones, which remain near wilderness areas. While those seeking warm beaches must look elsewhere, Nielkladlief remains a tourist destination for those who value leisure in a cooler clime. Those who truly want an oceanfront holiday can at least take solace in the installation of the Province's biggest wave machine deep within a warm chamber with holographic skies.

QIAZIANCHEZH

Qiazianchezh is an unabsorbed world in the Colonnade Province. Its inhabitants are the descendants of a 2,200-year old shipwreck whose Prole crew overthrew their officers and established a psionics-free society on the scarcely habitable gas giant moon.

Qiazianchezh is the largest moon of the gas giant Eazhiiadli. The young world has only primitive life and its thin atmosphere lacks enough oxygen to support human life without compressor assistance. Tidal forces make coastal regions uninhabitable and cause frequent earthquakes and volcanic eruptions across the world's four continents.

Qiazianchezh was settled accidently in -1098 by the crew of the *Zhidrbenshdao*, a Zhodani support ship that misjumped during a mission to evacuate the outpost technicians left on Dlieblafia after the Zhodani Great Rift Expedition. Emerging from misjump, the ship had suffered extensive damage from jump space intrusions, rendering it practically unflyable. It crashed more than landed on Qiazianchezh, killing a fifth of the crew, including most of the command staff stationed on its crushed bridge. The surviving officers mismanaged the struggle to establish a base camp, resulting in nearly as many deaths as the crash itself and instigating a mutiny by the Prole crew who overthrew and summarily executed their surviving officers. Unburdened by psionic oversight and both unable and unwilling to test and train Intendants from among the first generation born in the camp that they built from the ship's ruins, the survivors established an egalitarian society focused on making a life on the desolate moon.

Within a generation this egalitarian society had factionalised and the factions began open warfare for control of the small settlement. The resultant struggle ended with the appointment of a leader, an elected dictator who set policy and allocated resources for the good of the community. This form of government, supplemented by the forceful removal of unsuccessful leaders, allowed the settlement to thrive and grow for more than a century. It did not scale well when the population, now numbering in the thousands, began to spread across the world to new settlements built of large pressurised common houses. Each community elected its own leader and society fragmented into tiny city states spreading across the plains and valleys of Qiazianchezh's smallest continent. Inevitably, conflict arose among these settlements and by -600, the world's political landscape had evolved into a rough hierarchy of five nation states ruled by feudal leadership. Technology hovered at early industrial levels, enough to support pressurised common houses the size of a sports stadium and machines serviceable by blacksmiths and shop mechanics.

By the time Zhodani scouts permanently re-established contact with Qiazianchezh in 520, the five nations had become a dozen and the population had reached nearly 100 million. The people of Qiazianchezh reacted universally poorly to Zhodani contact, myths transforming the stories of incompetent psionic officers into a near religion. An attempt by the Tavrchedl' to covertly encourage a psionic 'renaissance' ended in an overreaction, which spread into world war in 759 and ended in the establishment of the planetary empire of the Paramount Leader in 802. Theoretically an elected position, the Paramount Leader has been chosen from within the same dynasty ever since. The incumbent Zyria Plafiel Stiai rules over a billion people nearly all convinced that psionics breeds incompetence.

This belief remains current across society but the government recognises that the Zhodani Consulate has managed to survive for thousands of years under psionic leadership. The government has no interest in attempting to implement a psionics programme on Qiazianchezh but is perfectly happy to cede foreign policy and control of space beyond its orbital region to the Zhodani Consulate, in return for imported technology and continued control of the population. Qiazianchezh remains an unabsorbed world, with access to and from the planet controlled by Zhodani patrol vessels. The government of the Paramount Leader has allowed Tavrchedl' agents to provide security to the families – and fortunes – of government officials and has discussed testing and sending promising family members for education and psionics training offworld but such action is very covert, kept hidden from a population far from ready to accept psionics as a part of daily life.

DIADEM

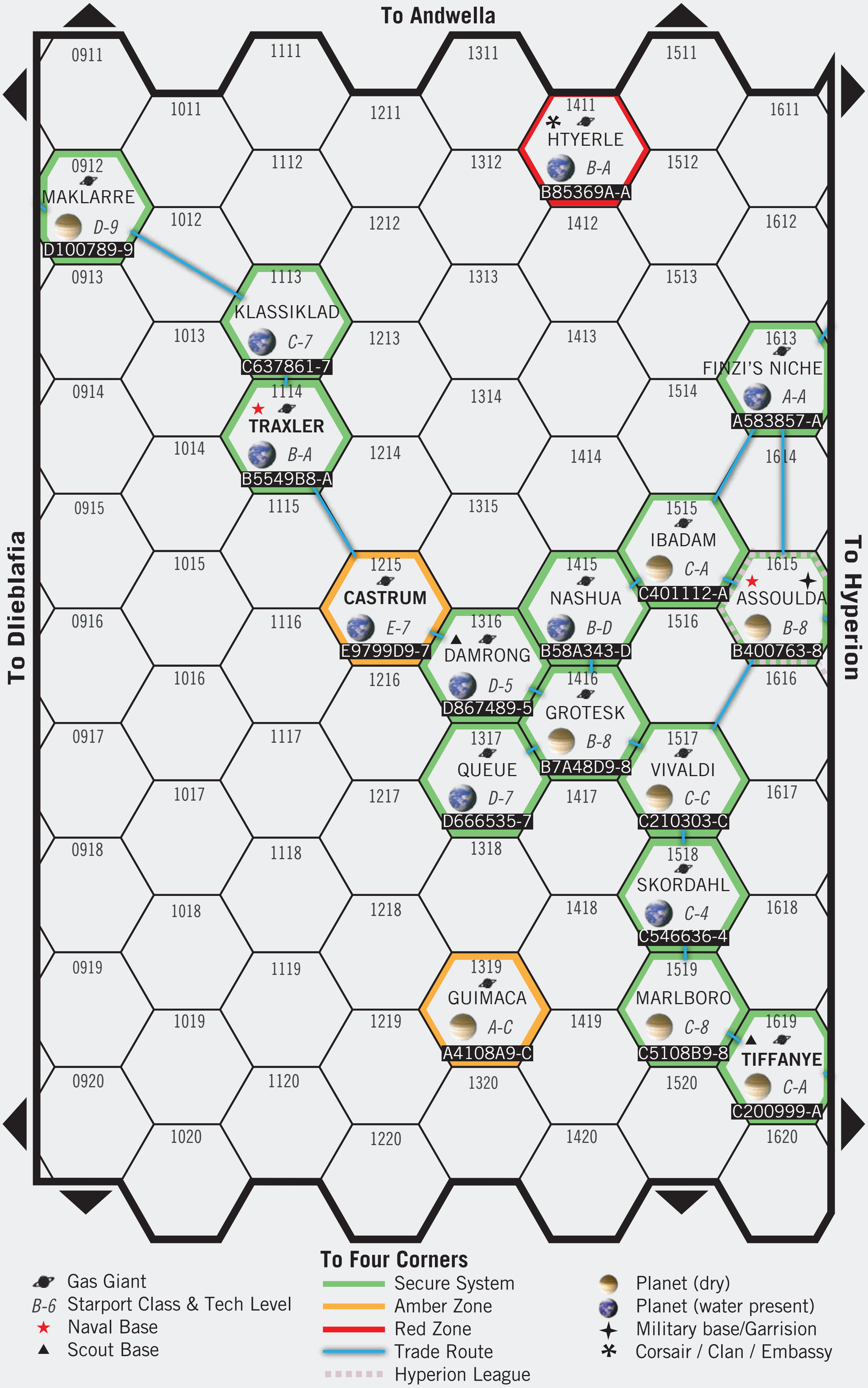
The Diadem subsector marks the border of expansion where the systems settled by Vilani and Solomani descended humans comes up against territory occupied by the Zhodani Consulate Colonnade Province. This fact makes the subsector neither a region of great conflict nor trade, at least not between the Zhodani and settlers from the Third Imperium. Both a gap of three or four parsecs covering most of the spinward portion of the subsector and the indifference to trade of the systems on the only jump-2 route running from Castrum to Traxler to Klassiklad to Maklarre and on to Nenchinsh, prevent much direct contact. Trade and conflict are focused on the Diadem Main, home to 11 of the subsector's 17 systems. This segment of the main contains more than half its jump-1 connected systems, includes the Hyperion League-occupied system of Assoulda and marks the start of the jump-3 route coreward to the Tellerian Cluster.

The 5.8 billion sophonts of the subsector are mostly humans of Solomani or Vilani origin, although the system is also home to the Aslan world of Htyerle and a half billion Chirpers who live in two regions of Finzi's Niche. The world of Traxler claims to be a 3,200-year old Solomani colony; while this may be myth, Traxler and its colony at Klassiklad are the only systems of the subsector settled by Humaniti prior to 500.

The subsector includes three worlds with a population of a billion or more. Two are insular. The twilit world Traxler is inward-looking but colourful, and Castrum is home to worshipers of an obscure and seldom seen god-emperor. In contrast, the third high population world, Tiffanye is the cultural heart of the Diadem Main; its museums, theatres and universities are renown across the sector and its Institute for Geophysical Studies sponsors expeditions even beyond the Vanguard Reaches' confines.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Assoulda	1615	M N	B400763-8	Na Va		Hyperion League	
Castrum	1215		E9799D9-7	Hi In	A		G
Damrong	1316	S	D867489-5	Ga Lt Ni			G
Finzi's Niche	1613		A583857-A	Ri			G
Grotesk	1416		B7A48D9-8	Fl			G
Guimaca	1319		A4108A9-C	Ht Na	A		G
Htyerle	1411	ACS	B85369A-A	Ni Po	R	Aslan World	G
Ibadam	1515		C401112-A	Ic Lo Va			G
Klassiklad	1113		C637861-7				
Maklarre	0912		D100789-9	Na Va			G
Marlboro	1519		C5108B9-8	Na			
Nashua	1415		B58A343-D	Ht Lo Wa			G
Queue	1317		D666535-7	Ag Ga Ni			G
Skordahl	1518		C546636-4	Ag Lt Ni			G
Tiffanye	1619	S	C200999-A	Hi In Na Va			G
Traxler	1114	N	B5549B8-A	Hi			G
Vivaldi	1517		C210303-C	Ht Lo			G

DIADEM SUBSECTOR


To Andwella
To Dlieblafia
To Hyperion
To Four Corners
0911
0912
MAKLARRE
D-9
D100789-9
0913
0914
0915
0916
0917
0918
0919
0920
1011
1012
1013
1014
1015
1016
1017
1018
1019
1020
1111
1112
1113
KLASSIKLAD
C-7
C637861-7
1114
TRAXLER
B-A
B5549B8-A
1115
1116
1117
1118
1119
1120
1211
1212
1213
1214
1215
CASTRUM
E-7
E9799D9-7
1216
1217
1218
1219
1220
1311
1312
1313
1314
1315
1316
DAMRONG
D-5
D867489-5
1317
QUEUE
D-7
D666535-7
1318
1319
GUIMACA
A-C
A4108A9-C
1320
1411
HTYERLE
B-A
B85369A-A
1412
1413
1414
1415
NASHUA
B-D
B58A343-D
1416
GROTESK
B-8
B7A48D9-8
1417
1418
1419
1420
1511
1512
1513
1514
1515
IBADAM
C-A
C401112-A
1516
1517
VIVALDI
C-C
C210303-C
1518
SKORDAHL
C-4
C546636-4
1519
MARLBORO
C-8
C5108B9-8
1520
1611
1612
1613
FINZI'S NICHE
A-A
A583857-A
1614
1615
ASSOULDA
B-8
B400763-8
1616
1617
1618
1619
TIFFANYE
C-A
C200999-A
1620
Gas Giant
B-6 Starport Class & Tech Level
★ Naval Base
▲ Scout Base
Secure System
Amber Zone
Red Zone
Trade Route
Hyperion League
Planet (dry)
Planet (water present)
✦ Military base/Garrision
✻ Corsair / Clan / Embassy

CASTRUM

The people of Castrum are called the Legion. They dedicate their lives to the worship their god-emperor Aurelio, a supposedly immortal ruler with the power of cure the sick and intercede between his flock and a deified universe. The world itself is stalled in a perpetual industrial age, cities decayed to sprawling slums, air and water fouled with the pollution of fossil fuels.

Castrum is a large, dense world with a gravity of 1.32 standard and land divided into two large continents separated by an equatorial channel. It once hosted a rich variety of native life but centuries of pollution have degraded the environment, causing extinction of much of the world's large fauna. Deforestation and strip mining have fouled the soil. Ironically the vast interior deserts of the continents remain nearly pristine but devoid of much life. Castrum has two small moons but no space programme to reach them. The remainder of the system consists of three gas giants and nine uninhabitable rocky worlds, three of which orbit a distant red dwarf companion, Morgul, which glows like a red lantern even through the daytime smog.

Aurelio and his Legion arrived in 738, displacing a small mining operation established decades earlier and renamed their world Castrum, or 'Fortress'. Starting with a fortified compound, they expanded across the landscape, Aurelio rarely emerging from his inner sanctum, his orders conveyed by his Centurion priestly class. Aurelio still rules from his now extensive palace grounds, occasionally appearing from his balcony to address packed crowds. Whether Aurelio is really a 400-year-old 'immortal', a clone of the original, an occasionally awoken sleeper, robot or something else entirely is a subject of clandestine speculation on Castrum and mild curiosity elsewhere.

By decree Castrum is trapped at mid-tech industrial development. Computing devices and nuclear power are banned, limiting power production to a few giant hydro generating stations and many internal combustion power plants. Advanced battery technology is banned as a 'precursor' to mobile computing and without computerised ignition control systems, the dominant internal combustion engines are not particularly efficient, exacerbating the polluting effects of vehicles. A long biological history on the 6.5 billion year old planet has created enough oil and coal reserves to last another millennium at current consumption rates, leaving little hope an energy crisis will bring cleaner sources of power to Castrum.

Visitors are expected to turn over all 'thinking devices' at the starport customs control point. This includes almost any item of TL8 and above and even some items manufactured at TL7. Cyborgs are banned from entry and although high technology may not pass through detectors, the detectors themselves are imported TL12 equipment, making smuggling difficult – at least for those passing through official ports of entry. The planetary defence grid relies on some imported technology from Hyperion and Baixing but satellite and radar coverage is not universal and landings in remote artic or deep desert locations may not be detected. In any case, a ship landing outside the designated ports will be pursued and attacked by locally produced aircraft if detected.

FINZI'S NICHE

There are more Chirpers than humans on Finzi's Niche, perhaps more Chirpers than on any known world. The 'niche' in Finzi's Niche is the twilight zone. The Chirpers of this world live in two separate communities – bands in the sense they stretch around the world in two wide rings, one on the daylight side of the twilight zone, another on the nightside in perpetual dusk. Giant hive-like settlements span both bands. The humans of Finzi's Niche live in the middle zone, the Niche, a series of broad valleys and swamps occupying a zone sometimes lit, sometimes dark, depending on the libration or wobble of the planet as it orbits its red dwarf star every 74 standard days.

Finzi's Niche is a Terran-sized world orbiting a quarter AU from its M1-type red dwarf primary. With a typical burning dayside and frozen nightside, it has broad bands to either side of the twilight zone that remain habitable with slight variations in sunlight producing tolerable temperatures and mountainous terrain trapping enough rainfall to provide arable land. The twilit zone – a nearly 500-kilometre-wide strip of lands, seas and swamp – is periodically fully lit and occasionally slips into dusk as the world orbits its sun. This region bears scars of an ancient conflict and although radiation has long since dissipated, the Chirpers of both day and night bands avoid the region with superstitious dread.

The two Chirper communities have existed on Finzi's Niche for hundreds of thousands of years, stuck in a subsistence Neolithic state of development, with hive-like cities surrounding fields in regions of arable land and hunter-gatherer tribes occupying more marginal lands. Despite an apparent lack of contact between the two bands, cultures between the two sides are remarkably similar, although languages have diverged and neither band has developed written communication past the stage of simple pictographs.

Humans first settled Finzi's Niche in 757 when the Merchant Prince Harlo Finzi dropped a settlement in the twilight zone to establish a claim to the system on one of the only viable jump-3 routes between the Diadem Main and Tellerian Cluster. By offering free land, in return for a 'modest' property tax, Finzi was able to entice immigrants from Diadem worlds to settle and develop the twilight range. Finzi's hiring of respected sophontologists from the Corellan League and Zhodani Consulate allowed the human community to establish peaceful relations with the Chirpers of the two bands and negotiate enforceable and monitored treaties to establish borders between the now three bands of Finzi's Niche.

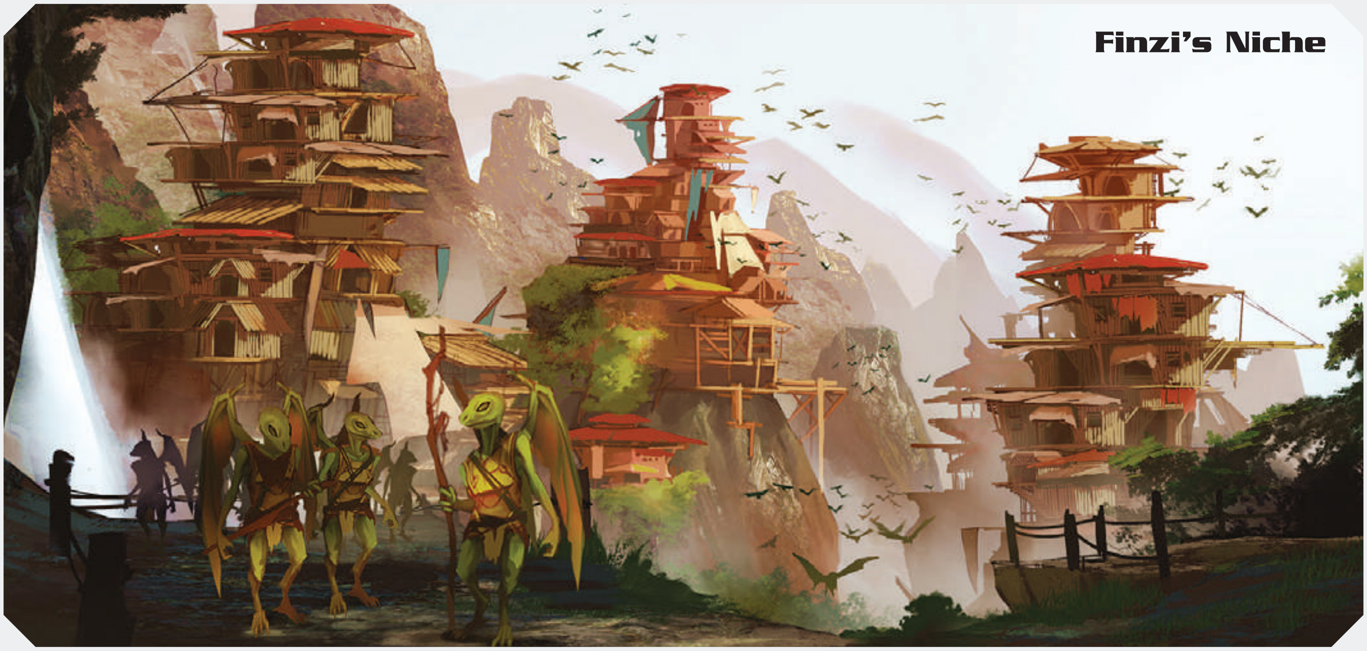
The Chirper communities of the world maintain their traditional lifestyles, with the odd exception of regulated imported gadgets, mostly items of metal and simple machines. The human community has evolved in Finzi's legacy as a mercantile society drawing income from trading opportunities. An additional source of income for the world's government are the tolls charged for gas giant refuelling and relatively high berthing costs at both highport and downport. All four gas giants are patrolled by monitors and system defence boats in close orbit who can accept electronic payment for fuel fees nearly the equivalent of the cost of unrefined fuel purchased from the starports.

GUIMACA

Once an adjacent member of Diadem society with a democratic government, Guimaca suffered religious strife leading to a civil war in the 1060s that resulted in the military rule of self-proclaimed Empress Talia. Guimaca is no longer welcoming to foreign visitors or trade, pursuing a policy of self-reliance and beginning a military build-up that includes the production of capital ships.

Guimaca is a small Mars-like world orbiting beyond the habitable zone of a dim M6-type red dwarf. The world is not tidally locked but the flares of the sun have stripped away the primary atmosphere and any trace of water or ice. The world's secondary atmosphere is a thin carbon dioxide haze produced by volcanic activity. The main sources of water are hydrogenated rocks more than a kilometre below the surface and the mixed ice and rock crust of Guimaca's small moon, Phred.

Guimaca was settled in 806 by a collation of dissidents from Tiffanye who objected to the then strict exclusion of religious life from civil society. The settlers included members of four different faiths and secular individuals hoping for a life free from corporate rule. The largest group among the colonists were the Red God Society, who claim the cooler conditions of dim red dwarfs and their flare activity leads to the development of 'magnetic intelligence'. The priests of the Red God Society claim to be able to read the intentions of these stellar gods by studying star spots for portents and are trained astrophysicists who have a very well developed ability to predict the coming of megaflares. The push by the Red God Society for dominance in the 1020s led to the democratically elected government of Guimaca to restrict conversions from other faiths. While conversions could



Finzi's Niche

still occur after a registration and examination process steeped in bureaucracy and delay, the Red God Society increasingly chaffed at these restrictions, conducting 'unauthorised' conversions, usually during periods of megaflare activity to claim divine approval. Government crackdowns led to riots and violence, cumulating in full scale insurrection in the 1060s.

The end result of the violence was a coup by the paramilitary police force created to counter it. General Talia Van Rem took over the world's Congressional Hall in 1069, proclaiming a temporary military government and promising a new constitution. An attempted assassination by a Red God Society priest ended any chance of such an outcome and in 1074, Van Rem declared herself Empress Talia of Guimaca. Despite her history as a secular military leader opposed to the religious violence, Empress Talia was a member of the Red God Society from birth. She filled the ranks of the priesthood with loyalists and declared the religion the dominant faith of Guimaca, with some protections for other faiths but no restrictions on conversions.

To combat a recession persisting since the 1060s, the empress instituted strict economic controls, emphasising self-reliance and the development of local industries. The Diadem Trade League office was shut down and its representatives sent home in 1088. Trade with Guimaca still occurs but under high tariffs and rules requiring the transfer of technology to local joint ventures. The empress has begun a massive infrastructure program, repairing the damage done by the years of strife and upgrading the starport to a full Class A facility with a massive highport and shipyard on Phred. What was once a collection of system defence boats, fighters and revenue cutters is now the Imperial Guimaca Navy, an interstellar force of locally built ships. Currently these are mostly destroyer and frigate class vessels but the new shipyard bays can support 75,000 tons of concurrent construction, including a 40,000-ton bay currently building a spinal mount-equipped cruiser.

HTYERLE

The Aslan Trearloi clan settled on the tidally locked world of Htyerle in 54 during the Aslan Cultural Purge. For more than a millennium, the Trearloi have kept their world and entire system 'pure' of other races and mainstream Aslan society. What little is known about them comes from the report of the IISS *Livingstone*, whose 1037 remote exploratory mission was cut short by an attack of a squadron of fighters that forced it to perform an emergency jump back to Finzi's Niche.

The system consists of two red dwarfs in a distant eccentric 630 year orbit. The dimmer of these two stars is orbited by three rocky worlds, a gas giant and an asteroid belt. Htyerle is the second of those rocky worlds, tidally locked to its star, its once dense atmosphere and deep oceans eroded by eons of stellar flares. The two million Aslan of the Trearloi clan mostly occupy the twilight zone, although they maintain small outposts among the worlds and moons of their star.

The Trearloi clan apparently left Aslan space because their version of the *akhuaeuhrekhyeh* Rite of Passage involves death matches from which only half the males and three-quarters of the females survive. They claim this violent ritual acts as a filter to ensure only the fittest survive and proves every Trearloi is adept with the dewclaw. No other weapons are allowed and the word of the Trearloiko is absolute law. Those words include the assertion of Aslan dominance over all other races and of the Trearloi over 'degenerate' mainstream Aslan. When the Trearloi clan arrived in the Vanguard Reaches, it was mostly uninhabited. They claim they chose to settle this difficult world precisely because it was difficult, although the *Livingstone* discovered wreckage of a large colony ship far into the dark side of Htyerle suggesting perhaps another story.

TRAXLER

The people of Traxler speak an archaic Galanglic dialect and claim to have lived on their rugged tidally locked world for more than 3,000 years. Their hereditary captain rules over his billion subjects and nearly as many on frozen Klassiklad in the neighbouring star system but emerges from his palace only once a 'true' Terran year. Traxler is both bustling and decayed, with regulations clearly posted and ignored.

The rocky planet Traxler orbits its red dwarf sun every nine days, its desert face permanently in sunshine and its ice-covered hemisphere permanently in night. Liquid water existing only in the 300 kilometre-wide twilight zone and the first 100 kilometres into day or night faces, although in many places this region is desert or semi-arid land that rarely experiences rainfall. Megaflares are common, occasionally knocking out all radio communications and over time evaporating more and more water from the daylit margins. Native life is not digestible by humans and the most numerous advanced lifeforms are small hard-shelled mushroom-like plants just a few centimetres across. Outsystem from Traxler are a dozen worlds, including four gas giants and two scorching rockballs orbit sunward of Traxler. Most of these worlds have some mining, science or military presence.

According to legend, Traxler was settled by the crew of the scout cruiser *Traxler*, a ship sent on a deep exploration mission by the Second Imperium in -2180. After being damaged by a megaflare, the *Traxler* crashed on the world and the surviving 133 crewmembers named the planet after their ship. The captain of the ship became leader of the settlement, a position originally appointed, then elected and finally heritable by -1500. Much of Traxler's early history is shrouded in myth. Megaflares have damaged old archives and no primary records prior to -400 remain. Zhodani records mention a colony on Traxler in -1102, giving credence to Traxler's mythic origin but some events and personalities from the first 1,500 years of Traxler's existence are very likely fictionalised. The voyage of the sleeper ship *Osgard* to Klassiklad is well documented but the ship was disassembled on its -335 arrival in the neighbouring system and its records are lost. Traxler developed spaceflight several times in its history but did not achieve jump technology again until after contact with expanding Zhodani and Imperial humans in the 600s. Since then, the captains have re-established control over Klassiklad but kept Traxler mostly out of interstellar society.

The coreward jump-2 route between the Diadem and Colonnade runs from Castrum to Traxler and Klassiklad, and on to Maklarre but trade volume is low compared to the rimward route. Traxler's society is concerned with communal status and a rich festival life based on the remembrance of the deeds of ancient captains and their officers as they fought against the harsh environment, braving megaflares and failing life support systems. Much of Traxler is urbanised, with multi-level cities, open air markets and rings of highspeed train lines that circumnavigate the twilight zone. Agriculture is performed by machines and industry occurs mostly on the dark side or in space. The cities are designed to let in the horizon-hugging red sun's light. Every nine day long year seems to bring a new festival with decorations, rituals, parades and special meals. Traxlerites are not intentionally unfriendly to outsiders but expect them to understand their language and the rituals associated with social interactions. Those who fail to blend in are met with confusion and indifference, leading more to ostracism than hostility.

Traxlerite diet is almost entirely vegetarian, with agricultural products descended from stores aboard their original colony ship. Rumours of cannibalism are misleading. The festival food *turdishari* is in fact genetically related to human flesh but the vat-grown meat has been heavily modified and does not emerge in human-shape.

TIFFANYE

A small rockball in orbit around a dim red dwarf, overpopulated and burdened by an inflexible bureaucracy, Tiffanye is an unlikely candidate as the most important Diadem Main world in the subsector. Its starport is shabby, its technology lagging, but it has a rich tradition of excellence in the arts and in the social sciences.

This world is only 3,200 kilometres across, a vacuum rockball with a gravity of 0.2G, fortunately enhanced in its many domed cities to a more standard range. The small world is tidally locked to its star and pockmarked with craters from the neighbouring asteroid belt. Its once rich mineral deposits are mostly depleted, with mines converted into factory sites.

Tiffanye was settled for those mines with wildcatters present prior to 630. A formal government was established in 645 as the main mining camp turned into a small town. Various mining interests controlled the world for its first two centuries of existence but as the mines became less profitable conditions for the workers declined. The Compromise of Quentin, an 884 agreement between workers and management, averted a revolution and established a new government based in the city of Quentin. The Tiffanye Collective established profit-sharing with the public. It also guaranteed public education through to graduate school for qualifying candidates, leading to the establishment of the Tiffanye University System, home to the best liberal arts schools on the Diadem Main and arguably the entire Vanguard Reaches. Tiffanye's technical schools are more practical than advanced, with the best engineering students drawn – if they can afford it – to Baixing. The governing body, the Collective Council of Experts, has significant influence on the economy of Tiffanye, focusing on developing a solid industrial base and infrastructure, not high technology. The resultant economy gives the people of Tiffanye a standard of living second only to Baixing among the worlds of the main. However, the bureaucracy slows innovation and business development.

The universal income provided to all citizens prevents poverty. Some say it also prevents progress and discourages initiative but most on Tiffanye say it frees people to pursue their interests, explaining the high educational achievement of its citizens and disproportionate number of famous artists native to the world, although many know of Tiffanye primarily through the Institute for Geophysical Studies whose numerous media series presentations highlight its expeditions to exotic worlds.

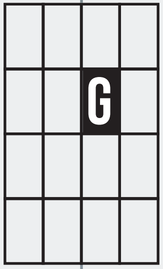
HYPERION

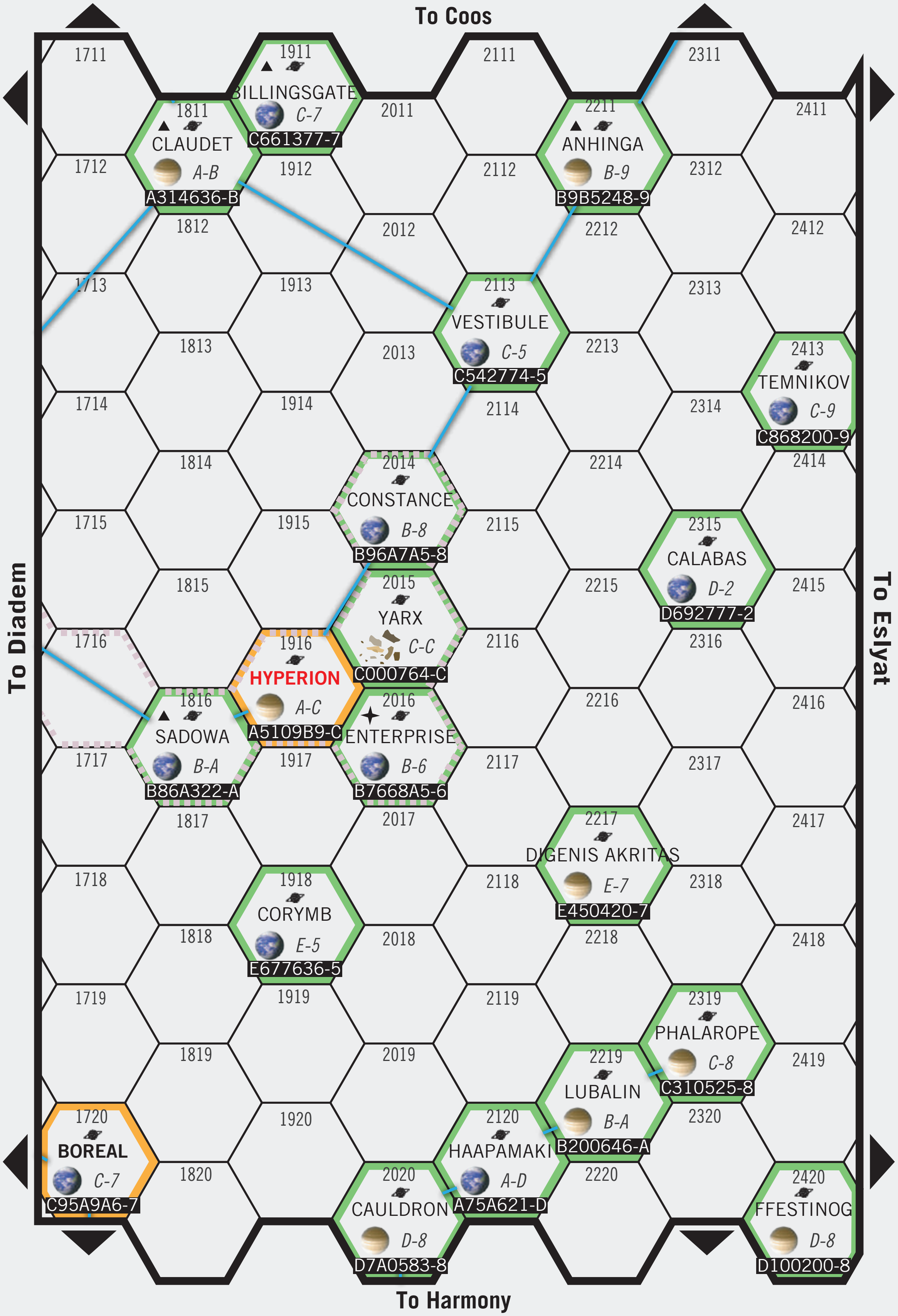
Hyperion is near the centre of the Vanguard Reaches and although only five of the subsector's worlds sit on the Diadem Main, Hyperion controls routes connecting the main to the coreward Trelyn Domain and Tellerian Cluster. While a jump-3 capable ship has options, the more heavily travelled jump-2 route to the Trelyn Domain runs through the Hyperion League before continuing onward through the independent systems of Vestibule and Anhinga.

The subsector consists of 19 systems and more than 8.55 billion sophonts, of whom 7.43 billion reside on five worlds belonging to the Hyperion League. The world of Boreal's population hovers around one billion and the subsector's remaining millions are spread among a smattering of worlds ranging from the technologically advanced water world of Haapamaki to scattered and backwards worlds such as Calabas, Vesitbule and Corymb. The trailing region of the subsector contains a winding three parsec-spanning gap running from Vestibule to Gaddis in the Kajaani subsector, which limits spinward-trailing traffic to the Eslyat Magistracy, creating an impediment to both Eslyat trade and expansion.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Anhinga	2211	S	B9B5248-9	Fl Lo			G
Billingsgate	1911	S	C661377-7	Lo			G
Boreal	1720		C95A9A6-7	Hi Wa	A		G
Calabas	2315		D692777-2	Lt			G
Cauldron	2020		D7A0583-8	De Ni			G
Claudet	1811	S	A314636-B	Ic Ni			G
Constance	2014		B96A7A5-8	Ri Wa		Hyperion League	G
Corymb	1918		E677636-5	Ag Lt Ni			G
Digenis Akritas	2217		E450420-7	De Ni Po			G
Enterprise	2016	M	B7668A5-6	Ga Ri		Hyperion League	G
Ffestinog	2420		D100200-8	Lo Va			G
Haapamaki	2120		A75A621-D	Ht Ni Wa			G
Hyperion	1916		A5109B9-C	Hi Ht In Na	A	Hyperion League	G
Lubalin	2219		B200646-A	Na Ni Va			G
Phalarope	2319		C310525-8	Ni			G
Sadowa	1816	S	B86A322-A	Lo Wa		Hyperion League	G
Temnikov	2413		C868200-9	Lo			G
Vestibule	2113		C542774-5	Lt Po			G
Yarx	2015		C000764-C	As Ht Na Va		Hyperion League	G

HYPERION SUBSECTOR




To Coos
To Diadem
To Eslyat
To Harmony
1711
1911
BILLINGSGATE
C-7
C661377-7
2111
2311
1811
CLAUDET
A-B
A314636-B
2011
2211
ANHINGA
B-9
B9B5248-9
2411
1712
1912
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2312
1812
2012
2212
2412
1713
1913
2113
VESTIBULE
C-5
C542774-5
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TEMNIKOV
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1714
1914
2114
2314
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2014
CONSTANCE
B-8
B96A7A5-8
2214
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2115
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CALABAS
D-2
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1815
2015
YARX
C-C
C000764-C
2215
2415
1716
1916
HYPERION
A-C
A5109B9-C
2116
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1816
SADOWA
B-A
B86A322-A
2016
ENTERPRISE
B-6
B7668A5-6
2216
2416
1717
1917
2117
2317
1817
2017
2217
DIGENIS AKRITAS
E-7
E450420-7
2417
1718
1918
CORYMB
E-5
E677636-5
2118
2318
1818
2018
2218
2418
1719
1919
2119
2319
PHALAROPE
C-8
C310525-8
1819
2019
2219
LUBALIN
B-A
B200646-A
2419
1720
BOREAL
C-7
C95A9A6-7
1920
2120
HAAPAMAKI
A-D
A75A621-D
2320
1820
2020
CAULDRON
D-8
D7A0583-8
2220
2420
FFESTINOG
D-8
D100200-8

🪐	Gas Giant	🟩	Secure System	☄	Asteroids (no atmosphere/water)
B-6	Starport Class & Tech Level	🟧	Amber Zone	●	Planet (dry)
▲	Scout Base	▨	Hyperion League	🌍	Planet (water present)
✦	Military base/Garrison				

BOREAL

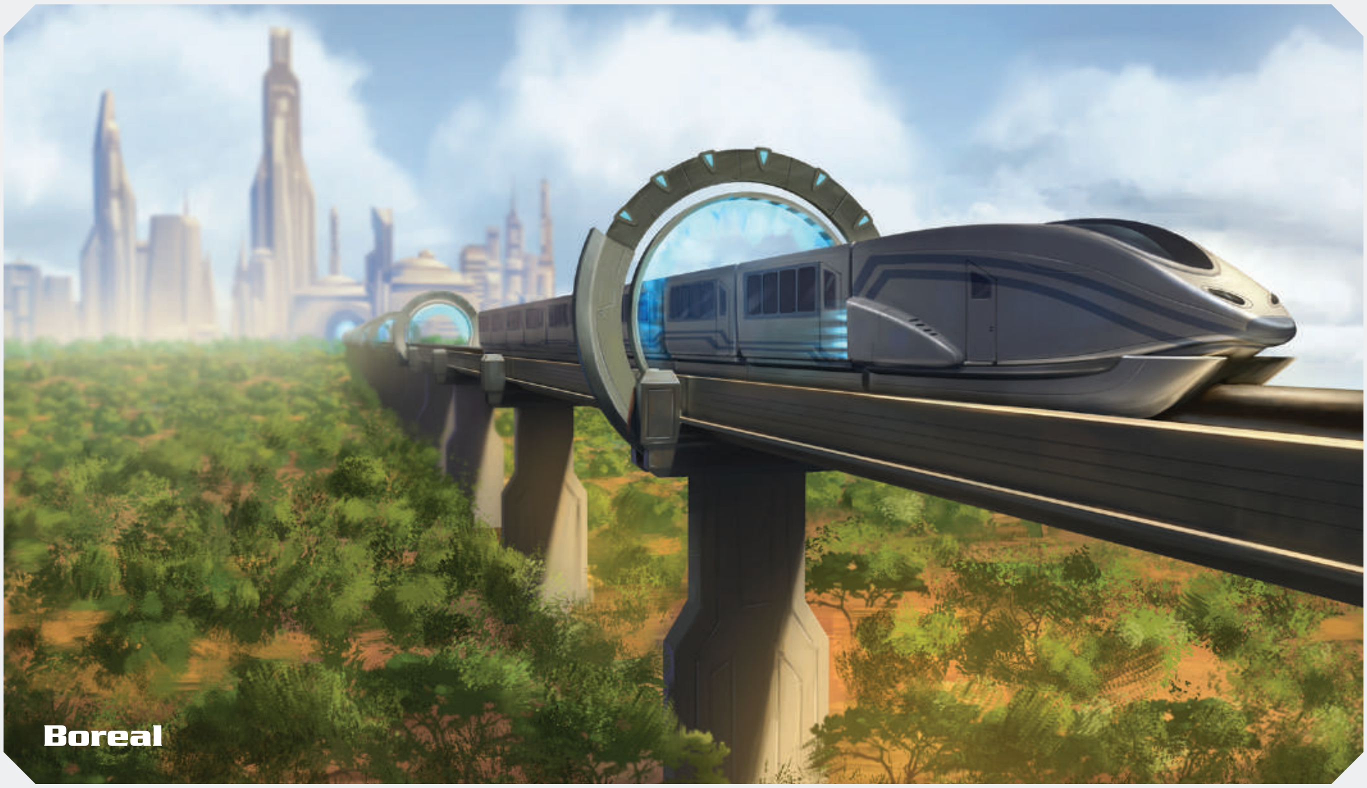
A world heavily tilted and tidally locked to its large moon, Boreal is named for the location of its only significant land mass, Hyboria, a small continent near the world's north pole. Boreal is ruled by Marshal David Zeru, who overthrew a corrupt bureaucracy. While still a popular ruler among his billion subjects, Marshal Zeru's word is law and his militia troops enforce his sometimes idiosyncratic edicts with lethal force, a development met with both enthusiasm and fear.

Boreal is the third world of Meru, the larger of two red dwarfs separated by billions of kilometres of space and a jumble of asteroids and comets. Normally a world in the habitable zone of an M2-type dwarf would be tidally locked to its star but Boreal is instead tidally locked to its large close moon Turan. While no larger than Terra's moon, Turan is four times closer than Luna, giving Boreal a day of a little longer than a week. With both planet and moon tilted 63° from the plane of Boreal's orbit around its sun, the world's polar regions receive more heat than the equator during long periods of constant daylight in the course of Boreal's 83 standard day year.

Northern Hyboria enjoys a subtropical climate while the equatorial seas are dotted with icebergs. Solar tides – 20 metre surges flowing in slow waves around the world – define the outer coast of Hyboria, while the inland Cimmerian Sea has little variation around its many beaches. The deep cold waters of the World Ocean teem with life, harvested by huge boats braving storms and tides. Beyond the mountains ringing Hyboria's coasts, savannah and farmland gives way to beaches and jungle near the north pole. Boreal is large enough to generate a strong magnetic field even with its slow rotation and the long nights are often lit by aurorae, which drown out the starlight.

Settled in 633, Boreal was a stopover for ships heading further up the Diadem Main. The system's two gas giants – one in orbit around each star – met most of the demand for fuel but those wishing for a safer option opted for a visit to the water world whose single landmass sported an interior pleasant enough for a short shore leave. In spite of the local gravity of 1.2G, within a century the planet became the first tourist destination on the main. Its Cimmerian beaches sprouted resorts known for their long sunlit days and bright aurora-lit nights in relatively primitive 'rustic' accommodations. Lax immigration regulation led to a sustained population increase, eventually topping one billion inhabitants by 1050 before a declining birth rate and decaying infrastructure contributed to levelling off the growth curve.

The government of Boreal began as a coalition of business interests that begat a ruling class of oligarchs. By the 950s, inequality and hypocritical law enforcement led to riots and eventually a revolutionary movement and insurgency that crippled Boreal's tourist industry.



Boreal

Private militias and a scattering of weak law enforcement organisations failed to control the unrest, leading to the violent overthrow of the old order and establishment of the Peoples Republic of Boreal in 984. A constitution guaranteed the rights of the people, taxed the rich heavily and required heavy governmental oversight of commerce. It also established a planetary paramilitary police force to ensure compliance. The new government struggled with interest groups causing both inevitable interference in the economy and slow infiltration of business interests into the bureaucracy. Often regulations contradicted one another and enforcement was more a matter of influence, bribery and rivalry than the law. Boreal's reputation as a tourist mecca never recovered from the unrest of the late 900s and a stalled economy and declining infrastructure did little to improve the lives of the masses. New oligarchs emerged among those who could manipulate the system. Scandals led first to trials and then to curtailment of the free press. Unrest returned to the streets in the 1040s, prompting the declaration of martial law in 1048. The crackdown caused further riots, increasing funding to the Boreal Guard planetary police.

In 1051 then Colonel David Zeru received orders to clear protests in the city of Shamar. Instead, he and his troops joined the protest. Additional troops came to arrest him but they also joined his forces. Shamar became a free city and Zeru called upon the 'Forces of Freedom' to join him. Within a long Borealan day, the People's Republic of Boreal fell and Zeru declared himself interim ruler, intent to re-write the constitution to 'free the people from corruption, decay and despair'.

The constitutional convention never occurred. David Zeru declared himself commanding Marshal of the Boreal Guard and ruled by decree, dismantling the old bureaucracy, freeing businesses from the Peoples' Committees but appointing his officers in their places. Generals headed the new ministries, appointed and replaced by Marshal Zeru at his whim. A code of laws was decreed, punishing corruption, fraud and 'waste' with lengthy prison terms or death but trials were at the discretion of Boreal Guard officers with minimal oversight. Marshal Zeru decreed massive infrastructure projects to link Boreal's cities by high-speed rail, redevelop the tourist regions of the Cimmerian Coast and build a sprawling downport. Most of these projects are far from completion. Those who criticise the efforts are considered 'saboteurs' and often vanish in the night.

Boreal tries to attract offworlders. The Highport is not well developed, relying on equipment purchased from and operated by obscure Oerstes Industries out of Lubalin, as Marshal Zeru fears undue influence from the major Diadem worlds. The downport is in a state of permanent expansion, focused on promoting tourism and exporting agricultural products, mostly to Tiffany and Marlboro. The bullet train network is less than half complete, linking the starport to Shamar and the Cimmerian Coast but not the cities and mining complexes on the Outer Coast. The people of Boreal are friendly and feel freer and more prosperous than under the old regime. Most have known no leader but the aging Marshal Zeru and if he decrees drug use, raising pigeons or wearing plaid to be a crime of 'waste', then most see no reason to argue.

DIGENIS AKRITAS

Poor desert moon is an apt description of Digenis Akritas. Once it was a jump-2 link in a 'loop back' connecting the trailing end of the Diadem Main to the Hyperion Cluster but, since the destruction of its starport by unknown marauders half a century ago, it has become the most evident exhibit in the decline of the trailing end of the main and surrounding worlds. The population's suspicion of outsiders and their likely harbouring of rebels and fugitives from the Hyperion League leaves Digenis Akritas more isolated than ever.

As the biggest moon of a large gas giant occupying the habitable zone of a type-G star, Digenis Akritas is the only even marginally habitable world in its system. Three additional gas giants orbit further outsystem and seven rockball worlds make up the margin of planets sunward and outward. Digenis Akritas is tidally locked to its primary planet, rotating once every 3.5 days. Two other large moons contribute to the tidal pull keeping Digenis Akritas geologically active. All the world's water is subsurface, occupying a briny aquifer stretching across most of the planet and providing a home for microbes maintaining a breathable level of oxygen in the planet's thin atmosphere. Surface life is little more than brittle yellow and black lichen-like growths on rock faces, although in the polar regions long winter nights produce enough pre-dawn dew to support tiny broadleaf seasonal 'trees', which grow no more than a few centimetres tall.

Digenis Akritas was settled only to be a jump-2 link between the trailing Diadem Main and Hyperion Cluster. A small surface port began operations in 824, went bankrupt in 831 and started operations under new ownership in 843. Six mergers and transfers of ownership continued for the next century. At its best, the port barely qualified as a Class C facility with an orbital fuel tank farm masquerading as a highport.

The moon's original name was Pyrne. The origin of the name Digenis Akritas is an obscure reference to a Terran Byzantium epic poem and is the vestige of a short-lived ownership change in the 920s. Most of the moon's remaining infrastructure and many of its residents can trace their ancestry to Phalarope, home to the last corporate owner to go bankrupt after running the port until the 1020s.

For the next 30 years, the citizens of the barren moon operated the port as a cooperative adjacent to the world's largest town, Digay. In 1054 two unidentified corvette-sized starships emerged from beyond the gas giant's horizon to destroy the orbital fuel depot with missile fire and then strafe the downport, destroying its control tower, main terminal and repair yard. The ships never communicated and surviving records show black silhouettes reminiscent of standard Imperial Type-T patrol corvettes, an uncommon design outside the Trelyn Domain. The destruction of a port already struggling with decreased trade volume was not something from which the local economy could easily recover. The extent of repairs has been the clearing of debris, replacement of the approach beacons and one rebuilt radar emplacement.

The crippling of the port and near cessation of commercial traffic has exacerbated the locals' distrust of outsiders. The town of Digay has declined into a dusty slum. Most of the moon's residents live in isolated homesteads or wellheads – villages centred on deep wells to provide small artificial oases. The economy is based on subsistence and irregular remittances from the few residents who left Digenis Akritas to find work elsewhere.

Even prior to the destruction of the port, Digenis Akritas was home to exiles from Hyperion and later from Hyperion-absorbed worlds such as Constance, Yarx and Enterprise – once Patina. Since 1100, a wellhead north of Digay has been home to a Patina Freedom Front enclave. The Hyperion League has threatened invasion but Digenis Akritas does not have good relations with the Diadem Main either. In 1099 a plebiscite turned down an offer from the Diadem Trade League to build a new starport and share profits with the locals. Experience with the parade of failing companies based out of the Diadem Main has not left the locals with any confidence or trust in foreign corporate interests. Outside observers believe the locals are harbouring – or at least not actively resisting – pirates operating across the subsector. Given the history of the destruction of the starport, this seems odd but the locals are convinced those attackers who left them destitute were in the pay of one of the regional offworld governments, they just cannot agree on which one.

ENTERPRISE

Enterprise is the only garden world in Hyperion. Until recently named Patina, the world was for centuries a backwards agricultural planet, peaceful but not particularly advanced or efficient. Serving as the breadbasket for Hyperion, it is now part of the Hyperion League after a coup placed Zara Lupeski, daughter of the de facto leader of the League, in charge. The changes to government and name were met with indifference by most of the world's peasant class but a cabal of the world's former leaders is engaged in an insurgency to restore the previous status quo.

Enterprise orbits a close binary pair of K7-type and M0-type subdwarfs in a circular orbit, which leaves it with a pleasant climate ideal for human habitation. A simple ecology mostly compatible with Terran life made conversion to an agricultural economy reasonably straightforward. At just more than four billion years old, the moderately-sized world is still rather tectonically active, with volcanoes causing some periodic disruptions but generally adding to the planet's agricultural potential.

Settled in 640 to provide food for operations at Hyperion and Yarx, the world developed a decentralised government based on the power of large landowners who used tenant farmers rather than imported machinery to harvest exports. The near feudal status quo continued for centuries, with different power blocks gaining and losing control.

In 1097, Hyperion's leadership took advantage of the discontent of the declining Western Collective power block to import four combat brigades of Hyperion Security Services (HSS) mercenaries to spearhead a coup and place Zara Lupeski in charge of the Enterprise Provisional Authority, promising to modernise the world and increase prosperity for all of its citizens, redeploying the Western Collective leadership as regional governors. About half the remaining local elite accepted their new subservient position and became local leaders under the new order. The rest resisted, either passively or actively, with the most vocal on the continent of Aldrich forming the Patina Freedom Front (PFF), a rebel organisation bent on driving the Hyperion troops and technocrats from the world.

The PFF rebellion is mostly limited to the continent of Aldrich, home to 80 of the world's 300 million people, with a few 'Direct Action' teams conducting assassinations and sabotage in major cities worldwide and even on Hyperion itself. The HSS mercenaries remain deployed for the counterinsurgency in Aldrich but the rest of the planet remains mostly peaceful, with the conflict and the revolution not affecting the lives of the tenant farmers – as yet not in a positive way.

HYPERION

Hyperion is capital of the nascent Hyperion League; some would say it has become the fief of the Lupeski Family. The desolate world is the third most populous in the Vanguard Reaches, although in terms of economy it ranks fourteenth. As home to the Hyperion League conglomerate and its largest component company, Hyperion Lines, the world has become a nexus for trade and commerce, although little wealth reaches its disaffected masses.

Hyperion is a cold rocky world with a trace carbon dioxide atmosphere. It orbits just outside the jump shadow of the larger of a pair of red dwarf stars. The world is an eight-billion-year-old mostly geologically dead planet with a high density, leading to a gravity of 0.72 standard. During its youth, Hyperion experienced considerable volcanic activity, spreading metals and minerals from its mantle across large areas of its surface. Easily accessible mineral deposits led to its early occupation during the Great Pulse of settlement and the system's location along the route between the Diadem Main and systems to coreward led to its growth as a trade centre.

The first wildcat mining operations started on Hyperion in 625, beginning a century of lawless competition between rival corporations and independent miners. Hyperion did not have an established government until 717 with the ratification of the constitution of the Hyperion Republic, its capital at the old Mnemosyne Downport. With the mining industry in decline, the government encouraged the growth of Hyperion as a trading port, building and operating the Hyperion Republican Highport (HRH) and granting concessions to brokerage and banking interests. A shipyard, also government owned and operated, began producing starships in 808, making HRH one of the first true Class A starports in the sector.

The Republic became a more bureaucratic and ineffective government over time. By the mid-1040s a movement led by the Venture Party pushed through reforms to make the government more business-friendly, eventually converting government departments into public-private partnerships. Whether by carelessness or deceitful design, the contracts setting up these relationships allowed for the private corporations who operated the departments to purchase controlling interests in them. Hyperion Lines began by taking over the operation of the aging HRH, the new Apollo Downport and the renamed Hyperion Yards. It entered into partnerships and buy-outs with the operators of other departments and by 1075 effectively controlled the entire Republican government.

Exercising the contractual ability to purchase controlling interest in the departments by borrowing money from its own financial subsidiaries, Hyperion gained full control of the government under the umbrella of the Hyperion League holding company, controlled by Annette Lupeski and her immediate family. The renaming of the highport to the Hyperion League Highport in late 1075 was the visible symbol of the suspension of the Republic, whose legislature dissolved after the cancellation of elections in 1076. The world government is still officially named the Hyperion Republic but its legislative halls have become museums.

The corporate ownership of Hyperion has not brought the benefits the Venture Party anticipated. The standard of living on Hyperion has not improved in a half century, wealth has become more concentrated and government has become more opaque and more corrupt. Low levels of unrest – mostly boycotts and peaceful protests – are common across Hyperion's domed and underground cities.

After the takeover of Patina – now Enterprise – a rebel organisation, the Patina Freedom Front (PFF), infiltrated Hyperion and began a campaign of sabotage against Hyperion League facilities. Originally, the PFF was careful to avoid casualties, even among Hyperion employees, but in 1102 the PFF claimed credit for the attempted assassination of Meloni Lupeski, a grandchild of Annette and a member of the Hyperion Line's Board of Directors. The assassination attempt killed three bodyguards and six civilians. Since that attempt and indiscriminate reprisals and arrests, the PFF has become less careful in its operations, with bombings and sabotage claiming an increasing number of casualties. The Hyperion Public Safety Department suspended long-held Republican civil rights, increased surveillance and limited ownership of all kinds of weapons. The increasing repression and the threat of a PFF attack rupturing a dome or tunnel has led to advisories warning against travel to the surface of Hyperion. The Hyperion League Highport has not suffered any PFF attacks but security is especially tight and ships approaching the starport are strongly encouraged to stay within regulated traffic patterns.

ESLYAT

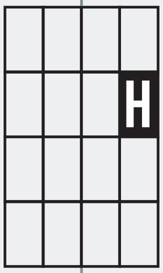
Formerly known as Alpha Bursa after the Corellan name for the red giant Ellias, the sun of Elliador, the Eslyat subsector consists of 22 systems and nearly 1.6 billion inhabitants, of whom less than 70 million are human. The region was once the spinward frontier of the Corellan League, a backwater abandoned as contact was lost with further spinward Sindalian Diaspora colonies during the -1400s. The Corellan settlements on Caenard and Lorigos are vestiges of a route once stretching all the way to Fulani.

The subsector is home to two native races, the Eslyat of Elliador and the Freni of Durnal. While the Corellans maintained contact with the Freni over the centuries, the potentially warlike Eslyat were seen as an unwanted complication while Corellan efforts were focused elsewhere on combating Aslan expansion. The still independent Freni have expanded by settling in enclaves on human-dominated worlds. The Eslyat have expanded by occupying most of the worlds in the subsector now named after them.

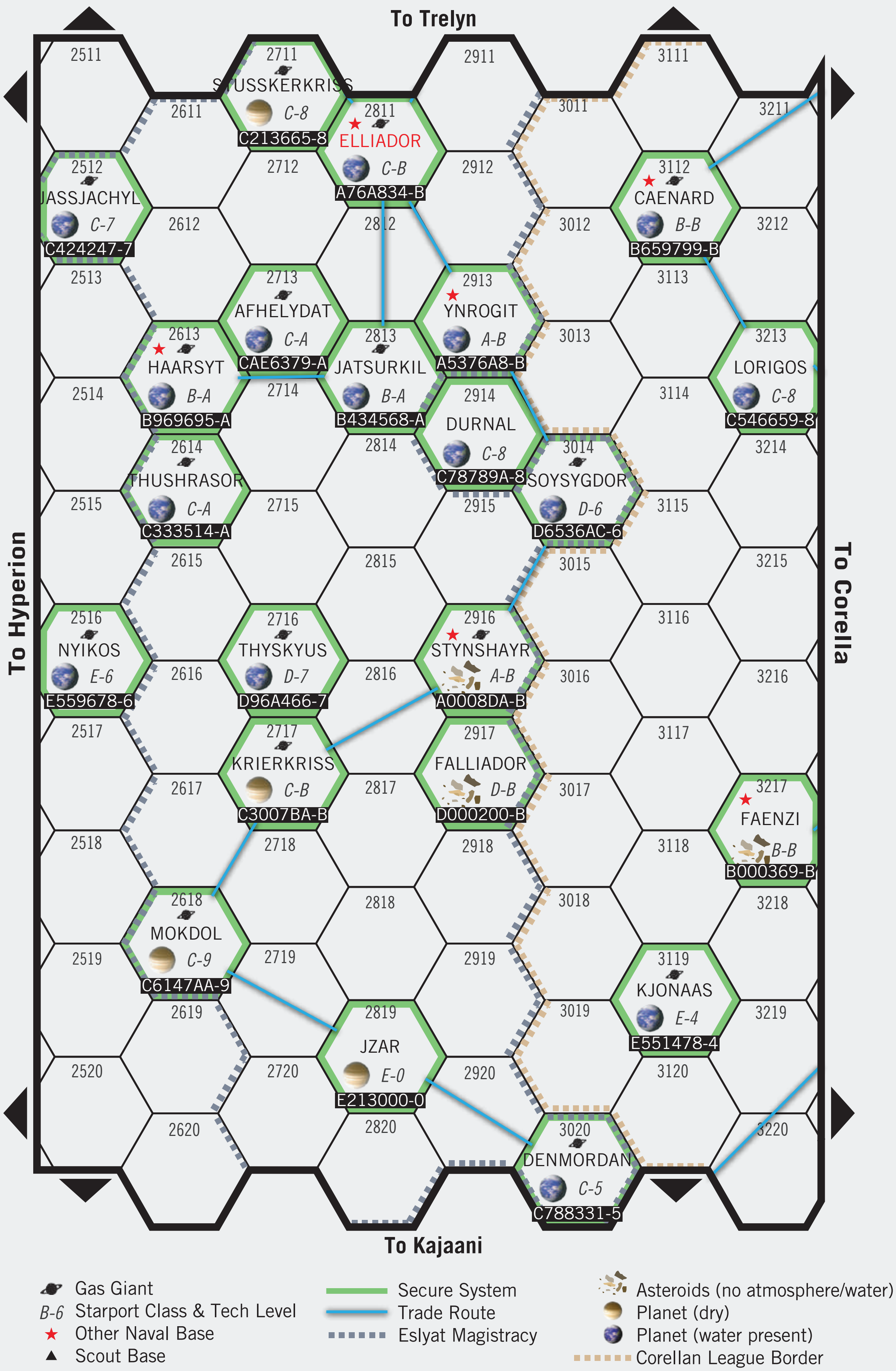
The Eslyat Magistracy has grown since 657 to occupy 15 of the subsector's systems. Elliador is home to 700 million inhabitants and another 200 million Eslyat reside in 14 other systems, mainly in the asteroid belt at Stynshayr and on the gas giant moon at Mokdol. The recent occupation of Denmordan at the border of the Kajaani Triumvirate is a potential flashpoint for future conflict.

Durnal, homeworld of the Freni has a population of 600 million and, despite being nearly surrounded by Eslyat worlds, has its independence guaranteed by both Eslyat and Corellan governments. The four Corellan League worlds within the subsector account for all its human inhabitants, most residing on Caenard.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Afhelydat	2713		CAE6379-A	Lo		Eslyat Magistracy	G
Caenard	3112	N	B659799-B			Corellan League	G
Denmordan	3020		C788331-5	Lo Lt		Eslyat Magistracy	G
Durnal	2914		C78789A-8	Ga Ri			
Elliador	2811	N	A76A834-B	Ri Wa		Eslyat Magistracy	G
Faenzi	3217	N	B000369-B	As Lo Va		Corellan League	
Falliador	2917		D000200-B	As Lo Va		Eslyat Magistracy	
Haarsyt	2613	N	B969695-A	Ni Ri		Eslyat Magistracy	G
Jassjachyl	2512		C424247-7	Lo		Eslyat Magistracy	G
Jatsurkil	2813		B434568-A	Ni		Eslyat Magistracy	G
Jzar	2819		E213000-0	Ba Ic		Eslyat Magistracy	
Kjonaas	3119		E551478-4	Lt Ni Po		Corellan League	G
Krierkriss	2717		C3007BA-B	Na Va		Eslyat Magistracy	G
Lorigos	3213		C546659-8	Ag Ni		Corellan League	
Mokdol	2618		C6147AA-9	Ic		Eslyat Magistracy	G
Nyikos	2516		E559678-6	Ni			G
Soysygdor	3014		D6536AC-6	Ni Po		Eslyat Magistracy	G
Stusskerkriss	2711		C213665-8	Ic Na Ni		Eslyat Magistracy	G
Stynshayr	2916	N	A0008DA-B	As Na Va		Eslyat Magistracy	G
Thushrasor	2614		C333514-A	Ni Po		Eslyat Magistracy	G
Thyskyus	2716		D96A466-7	Ni Wa		Eslyat Magistracy	G
Ynrogit	2913	N	A5376A8-B	Ni		Eslyat Magistracy	G



ESLYAT SUBSECTOR


To Trelyn
To Hyperion
To Corella
To Kajaani
2711 STUSSKERKRISS C-8 C213665-8
2811 ELLIADOR C-B A76A834-B
2512 JASSJACHYL C-7 C424247-7
3112 CAENARD B-B B659799-B
2713 AFHELYDAT C-A CAE6379-A
2913 YNROGIT A-B A5376A8-B
2613 HAARSYT B-A B969695-A
2813 JATSURKIL B-A B434568-A
3213 LORIGOS C-8 C546659-8
2914 DURNAL C-8 C78789A-8
2614 THUSHRASOR C-A C333514-A
3014 SOYSYGDOR D-6 D6536AC-6
2516 NYIKOS E-6 E559678-6
2716 THYSKYUS D-7 D96A466-7
2916 STYNSHAYR A-B A0008DA-B
2717 KRIERKRISS C-B C3007BA-B
2917 FALLIADOR D-B D000200-B
3217 FAENZI B-B B000369-B
2618 MOKDOL C-9 C6147AA-9
3119 KJONAAS E-4 E551478-4
2819 JZAR E-0 E213000-0
3020 DENMORDAN C-5 C788331-5
Gas Giant
B-6 Starport Class & Tech Level
Other Naval Base
Scout Base
Secure System
Trade Route
Eslyat Magistracy
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)
Corellan League Border

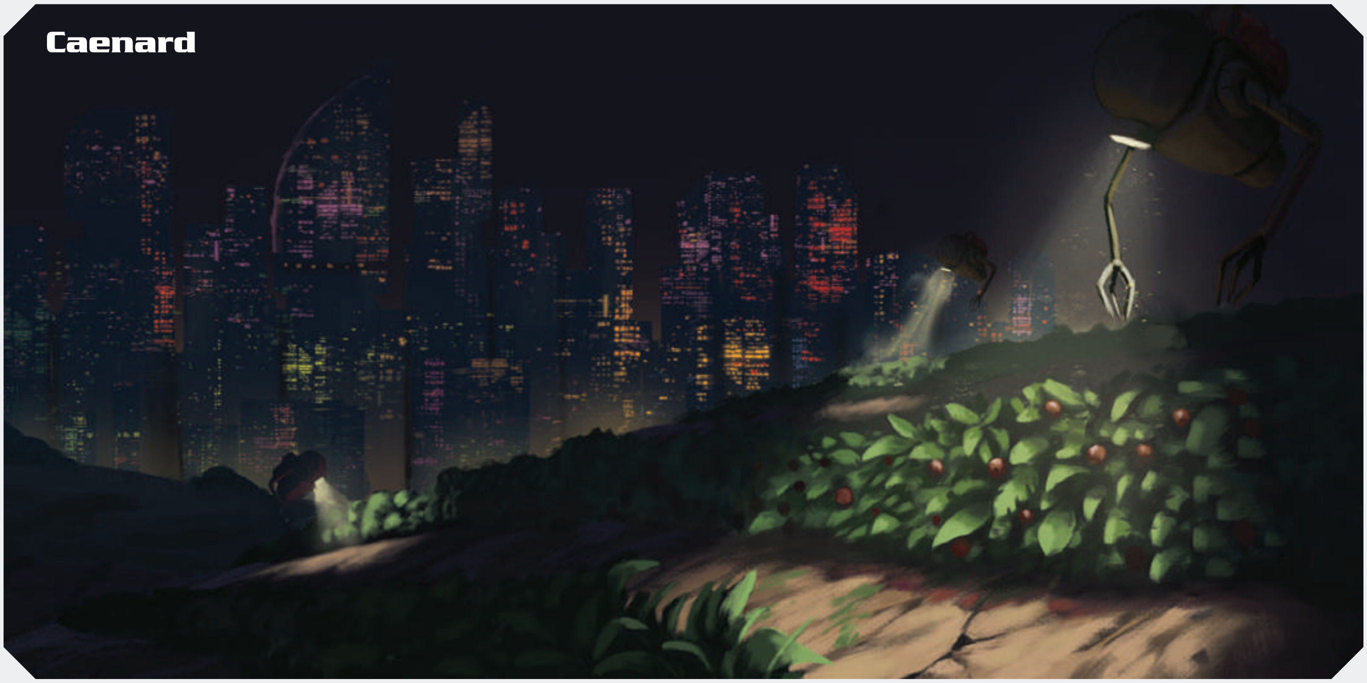
CAENARD

Long on the spinward edge of the Corellan League and the most significant human world in the subsector, Caenard was the most hospitable relay world between Corella and Karelian. When communications to spinward waned prior to -1400, the settlers on Caenard persevered and, unlike most other relay outposts, Caenard maintained constant communications as a full member world of the Corellan League. Tensions with the Eslyat Magistracy has changed Caenard from backwater to bastion in the last few decades with the construction of its naval base, situated just three parsecs from the Eslyat homeworld.

Caenard is the fourth world of a dim K7-type subdwarf star, saved from probable tidal lock by a substantial axial tilt of 58°. This tilt leads to severe but short seasons during Caenard's 129 standard day year. Even mid-latitudes experience periods of midnight sun and endless night during the weeks around each solstice. Local flora and fauna have adapted to season variations by hibernating either in the winter or summer months, depending on their ecological niche. Migrating species are rare but two entirely different sets of creatures occupy the region during different times of the year. The 'Crazy Time' near the equinoxes results in vicious battles as two sets of territorial species, some related, others not, vie for the same land. A whole niche of scavengers who hunt hibernators has evolved, countered by 'light trigger sleep' in which a hibernator can emerge from a stupor to defend itself even before its brain is fully awake. This trait encourages residents of Caenard to always let a sleeping beast lie.

First occupied as a wayport in -1497, Caenard is one of the oldest members of the Corellan League and has maintained close ties with Corella for its entire history, never participating in the schisms and controversies that threatened to tear the League apart. It has been a mostly agricultural world with dispersed settlements for most of its history, although small continents and extreme conditions in the higher latitude regions limited suitable arable land to 10 million square kilometres. Utzig, the largest city and home to the downport, has a population of less than 700,000 and no other city is even half as large. Most Caenards live in towns of less than 30,000 residents surrounded by natural areas and robot-maintained agricultural fields. While Caenard is not a rich world, most Caenards are dedicated to hobby enthusiasts, mainly outdoor activities. They work to live, not live to work. Regulations providing for limited work hours and open access to public lands enable the population to do just that.

Caenard Highport is a new installation completed in 1089. Although fully outfitted with artificial gravity, it has a dumbbell appearance. The upper lobe is dedicated to commercial services, with bays and docking ports around the perimeter. A megafreighter external cargo dock occupies much of the station's bar. The lower lobe contains the Corellan League Star Fleet base, complete with spinal-class weaponry and docks to accommodate cruiser-class warships. Security has increased throughout the system, with system defence boats providing security and inspections at all three of Caenard's gas giants.



DENMORDAN

Superficially, Denmordan should be a prime candidate for colonisation, yet it was unoccupied when the Eslyat claimed it in 1092 and ignited a diplomatic protest from the Kajaani Triumvirate, whose capital world is only one parsec distant. The world's native life has proven a challenge to previous attempts at occupation, a difficulty the Eslyat have chosen to tackle in an inventive manner.

Denmordan is the innermost world of a K1-type star. The planet sits comfortably in the habitable zone with a near-circular orbit and moderate axial tilt. Its five billion year old surface has mellowed to make tectonic activity minimal and its two continents, three oceans and sky teem with lifeforms, none of which seem interested in eating colonists. Yet attempts to establish a foothold on the planet failed.

The first try at settlement occurred in -460 and for a decade appeared to be going well. However, electronics began failing in anomalous numbers and radio towers shorted out. With the Third Aslan Expedition underway, offworld interest in the fledgling colony's troubles were neglected, leaving colonists to solve the problem on their own. Within weeks it became evident that native life was eating the insulation on electrical lines. Some of these were microbes, others large as cows and intent on taking down communications and power towers. Documenting the creatures and their effects was something the colonists could accomplish but attempts to deter or eliminate them were less successful. Denmordan lacked the laboratories required to develop countermeasure to the microbes, so the colonists instead tried using different insulation materials, then switched from copper to aluminium cables but it was electricity itself attracting the bugs. Insulation was just something in the way. Against larger creatures the colonists tried loud noises and eventually lethal force but lacked the numbers to protect every installation.

The colonists faced a choice. They could persist and become a low-tech world or they could abandon the world and move on. Deploying high-technology to solve the problem was beyond their capabilities and budget, and all but 500 voted to evacuate. The remainder carried on for 30 years but in a second vote all but a few hermits decided to leave.

Denmordan stood fallow for more than 1,000 years. In 834 a group of investors on Kajaani decided to try the high-tech approach to colonising Denmordan. A thousand colonists arrived with state-of-the-art electronics, with mostly solid-state or crystalline-based circuitry. Within two years microbes were swarming electronic devices, wrecking external components and building up in numbers that caused equipment to overheat, lose superconductivity and fail. Larger devices such as vehicles attracted wildlife. Denmordan's dense atmosphere and moderate gravity encouraged the evolution of a wide variety of flying creatures who had little difficulty attacking grav vehicles, usually futilely but after enough impacts grav vehicles found it difficult to stay in the air. This new colony had the laboratory equipment to fully analyse the nature of the problem. Much of the local life was attracted to magnetic fields generated by electric devices, although adaption to new devices took time. This sense aided seasonal adaption in some manner and was present even in microbes little larger or more complex than viruses. These new Denmordanians had a choice: base their colony on expensive heavily shielded equipment or move on. By 865 the world was once again without a human population.

In 1092 an Eslyat task force arrived in Denmordan orbit. The fleet's commander, a second cousin of the reigning princess of the Magistracy declared the world vacant and without a valid 'claim of occupation' and claimed it. A courier ship delivered the claim to Kajaani one week later. The Triumvirate protested but voted two to one against military action. Sending a strongly worded letter of protest to Elliador, the Triumvirate hoped the Eslyat would encounter the same difficulties as the two earlier settlements and withdraw.

However, the Eslyat were not there to settle Denmordan; they were there to claim control of a system on the doorstep of Kajaani and within two parsecs of the Corellan League world of Kjonaas. They built a minimal starport in orbit and sent ships to patrol the system's five gas giants. To claim the surface, they set up a simple settlement, using clockwork mechanical devices and steam engines to provide a basic level of technology for the few thousand who settled in a quiet seashore community.

Denmordan continues to be a flashpoint in Eslyat Magistracy relations. Neither the Kajaani Triumvirate nor Corellan League recognise the Magistracy's claim to Denmordan, nor do they recognise the Magistracy's claims to the nearby Jzar and Joshi systems, where the Eslyat have not bothered to stake a permanent presence. The official policy of the Triumvirate is 'the Magistracy ends at Mokdol' but it remains to be seen if any negotiated settlement can make this true. Visitors are welcome at the highport but any ship attempting to dock or refuel from any of the system's five small gas giants must submit to inspection by the Eslyat Magistracy Fleet and attest to the understanding that they are in sovereign Eslyat space.

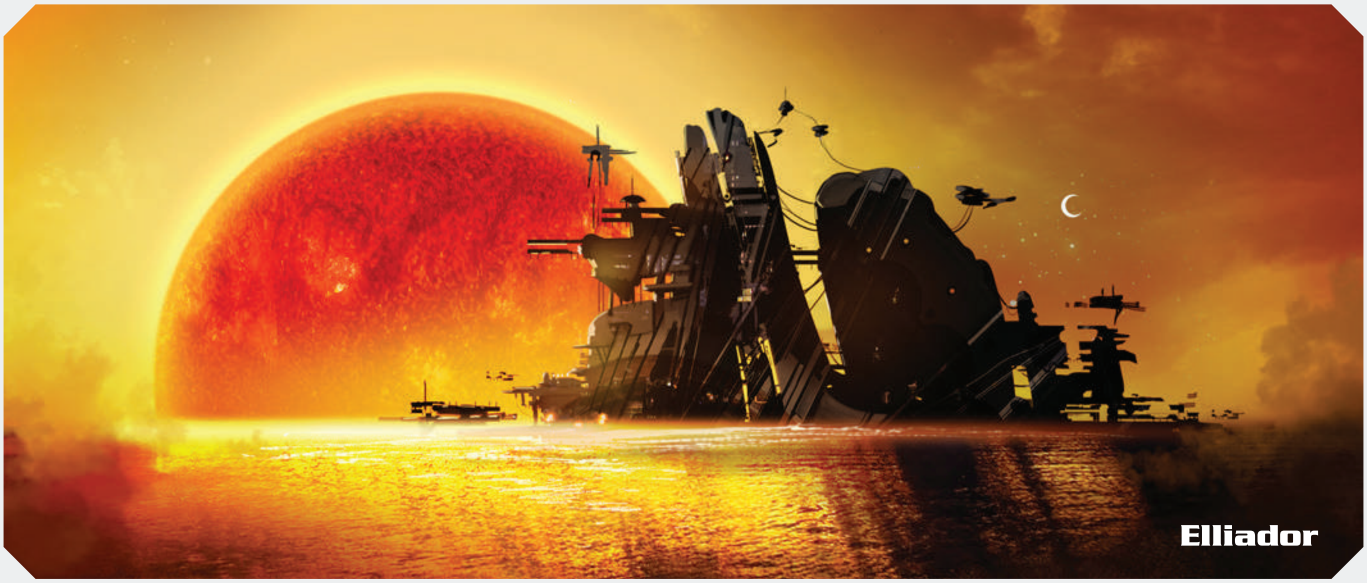
ELLIADOR

A water world orbiting the red giant star Ellias, Elliador only became habitable in the last billion years as the warming sun melted the formerly frozen world. Ellias's continual brightening would have ended life upon Elliador 30 million years ago but a planetary realignment caused by a near collision, which left Elliador with a new moon, gave the world a new lease on life and contributed to the evolution of the Eslyat race. Ellias is now nearing the end of its stable brightening and within 10,000 years a helium flash will end the planet's habitable era permanently.

Elliador began its evolution as a cold nitrogen-methane world in orbit around an F6-type main sequence star. That star – called Alpha Bursa by the Corellans and named Ellias by the native Eslyat – evolved into its giant phase more than one billion years ago, swallowing or baking the worlds of its inner system. It heated Elliador until its icy crust melted and the primitive life of oceans once covered by kilometres of ice gained the ability to photosynthesise, converting the atmosphere into a nitrogen-oxygen mix. This encouraged the evolution of complex life over the course of hundreds of millions of years. As Ellias brightened and shed mass, the orbits of its planets shifted outward but perturbations of orbits by the remains of the system's inner gas giant tossed some worlds into crossing orbits. Thirty million years ago, as Elliador was entering a climactic crisis, its ecology was saved by a near disaster. The world known as Krusses nearly collided with Elliador and its original moon but instead flung the old moon sunward and shifted Elliador's orbit further from its brightening star. Krusses took the old moon's place, becoming a large moon in an elliptical orbit around Elliador. The resultant tides caused a geological and evolution crisis, sinking the remaining continents but also bringing up chains of volcanic islands, which became the only land surface on the planet. In this extreme tidal environment, with seas tainted by exotic salts, the Eslyat evolved as predators able to hunt in shallow seas and upon the volcanic and coral islands of the world's three submerged continents. The elliptical 36 standard day orbit of Krusses and Elliador's 30-hour day combine to form tides varying from just a few metres to more than 70 metres in height.

Elliador's food chain rests on the coral-like *syrkisya* whose polyps feed a great variety of sea life, including filter-feeding *krysha*, herbivores that grow to more than 20 metres in length and which became the main source of food for early Eslyat communities. These communities were communal rafts that allowed the Eslyat to follow their prey and store excess food. Many current Eslyat continue this tradition, with floating homes of higher technology forming the basis of Eslyat 'rural' life.

Dwelling and travelling on those communal rafts and settling on land to mine and hunt, the Eslyat spread across their world with three sub-races combining into a culture under the rule of the blue-scaled Selyin; the green-scaled Magsin were workers and the red-scaled Chutin became hunters, enforcers and explorers. Unified by the guru Sansdantka and her Sesshayr religion, the Eslyat established a worldwide culture by -430 and developed technology for spaceflight by 456. Interstellar capability followed the reverse engineering of a misjumped Zhodani ship in 613.



Elliador

Elliador is the capital of the Eslyat Magistracy, the 23-system interstellar realm of the Eslyat race. The world is feudal society of floating and submerged cities with only industrial outposts dotting the scant million square kilometres of land. The world has been ruled by the Tarf noble family for the past 600 years, since before the Eslyat Magistracy's founding in 657. The current ruler, Princess Cherlla Tegraci Tarf Selyin IX, reigns from the floating city of Yearlsyn, a showcase of Eslyat architecture and culture housing more than 20 million Eslyat above and below the water's surface.

Despite the elegance of Yearlsyn, a pall hangs over the planet in the form of the large red sun dominating the yellow sky. In less than 10,000 years Ellias will reach the point where the helium at its core ignites and burns in a bright flash, boiling away the oceans of Elliador. Eslyat scientists believe this event will happen in 6,000–10,000 years. Visiting Darrian scientists have pinpointed the event to 8,400 +/- 400 years in the future but, in any case, within that time the descendants of the 700 million Eslyat who call Elliador home must all have found new homes far away from the dying star. Although efforts to build habitats in Ellias's Oort cloud have begun, the bulk of the exodus is focused on habitats around other stars. Every year tens of thousands leave their homeworld for artificial worlds in distant systems but Elliador will remain the shining capital of the Eslyat people for a few millennia longer.

STYNSHAYR

All Eslyat are officially members of the Sesshayr faith and most adhere to its basic principles and perform rituals on holy days but Sesshayr is not the focus of their lives. In the habitats among the asteroids of Stynshayr, all residents follow an older, stricter practice of Sesshayr with daily rituals on both land and water. At any time as many as one fifth of the population is focused on spirituality, spending years as nuns or monks and learning the intricacies of practices detailed in the 50 books of Sansdantka.

The system of Stynshayr revolves around an F1-type main sequence star, a young bright sun that will likely grow into a red giant within a few hundreds of millions of years. The system consists of two gas giants, three separate asteroid belts – one sunward of any planets, one in the habitable zone and one between the two gas giants – and a large number of smallish rockball planets, the exact number depending upon definitions argued upon among astronomers. Most of the more than 1,000 habitats of Stynshayr reside in the middle asteroid belt but some range as close as the inner belt and some beyond the outer gas giant. The system is rich in heavy elements and even the most pious habitat partakes in mining operations.

Stynshayr was explored by the Corellan League as early as -1500 but was too distant for a concerted effort at mining. Some independent belters may have occupied the belt during the next two millennia but the League never claimed the system as a dependency. The first Eslyat explorers reached Stynshayr in 632 and by 675 had begun mining operations and the construction of the first small habitats to support the operation. The main thrust of settlement did not occur until 903 when the Sarin noble family was granted rights to settle and exploit its riches. The Sarin claim descent from Sansdantka, founder of the Sesshayr faith, and see themselves as protectors of the teachings of the 50 books. The granting of a fief at Stynshayr was likely a gambit to limit Sarin influence on Elliador but the Sarin gladly took the bait and began encouraging the more dedicated adherents of strict Sesshayr practices to emigrate to habitats where strict adherence to the colourful and time-consuming rituals of the faith were not seen as parochial or embarrassing to the rest of society.

By 1100 the population of Stynshayr reached 100 million. After Elliador and Inchusela, it is the most populous and important system in the Magistracy. Nearly every Eslyat of all three sub-races living at Stynshayr spends at least four years as a nun or monk of Sesshayr, living austere lives and learning the books and practices of Sansdantka by rote. True understanding takes many more years and only a few Selyin achieve the honorific of *shyshur*, or guru, without decades of study.

The current ruler is Shyshur Nysshi Grevya Sarin Selyin, the 47th generation direct descendent of Sansdantka. Although Nysshi is a loyal subject of Princess Cherlla, the Stynshayr system stands apart and sets their own laws based on the 50 books. Once inside a habitat, the civil laws of the Magistracy do not apply. Non-Eslyat visitors are treated as guests but cannot escape the feeling that they are being patronised and considered as inferior people who could never live up to the standards laid out in the 50 books. Eslyat visitors from other systems may run afoul of obscure restrictions or expectations and can face imprisonment, corporal punishment or permanent deportation for violating rules they probably never learned during their 'inferior' religious instruction.

YAVAKRBI

The sparse Yavakrbi subsector sits at the edge of the Helix Rift and forms the rimward frontier of the Zhodani Consulate Colonnade Province. Only nine systems lie within the subsector's boundaries and less than 1.35 billion sophonts live on its worlds. Of these, 1.1 billion reside in the three Zhodani systems of Yavakrbi (700 million), Sibolle (400 million unabsorbed non-Zhodani humans) and Drieglechzhen (50,000). The Zhodani hurriedly pushed their frontier to Yavakrbi in 627 and imposed their will on Sibolle just two decades after the water world's settlement in 631. The Zhodani have made little effort to alter the Imperial culture of Sibolle's island-dwelling inhabitants, who accepted Zhodani suzerainty in return for the tools to maintain their civilisation after a rough early settlement era.

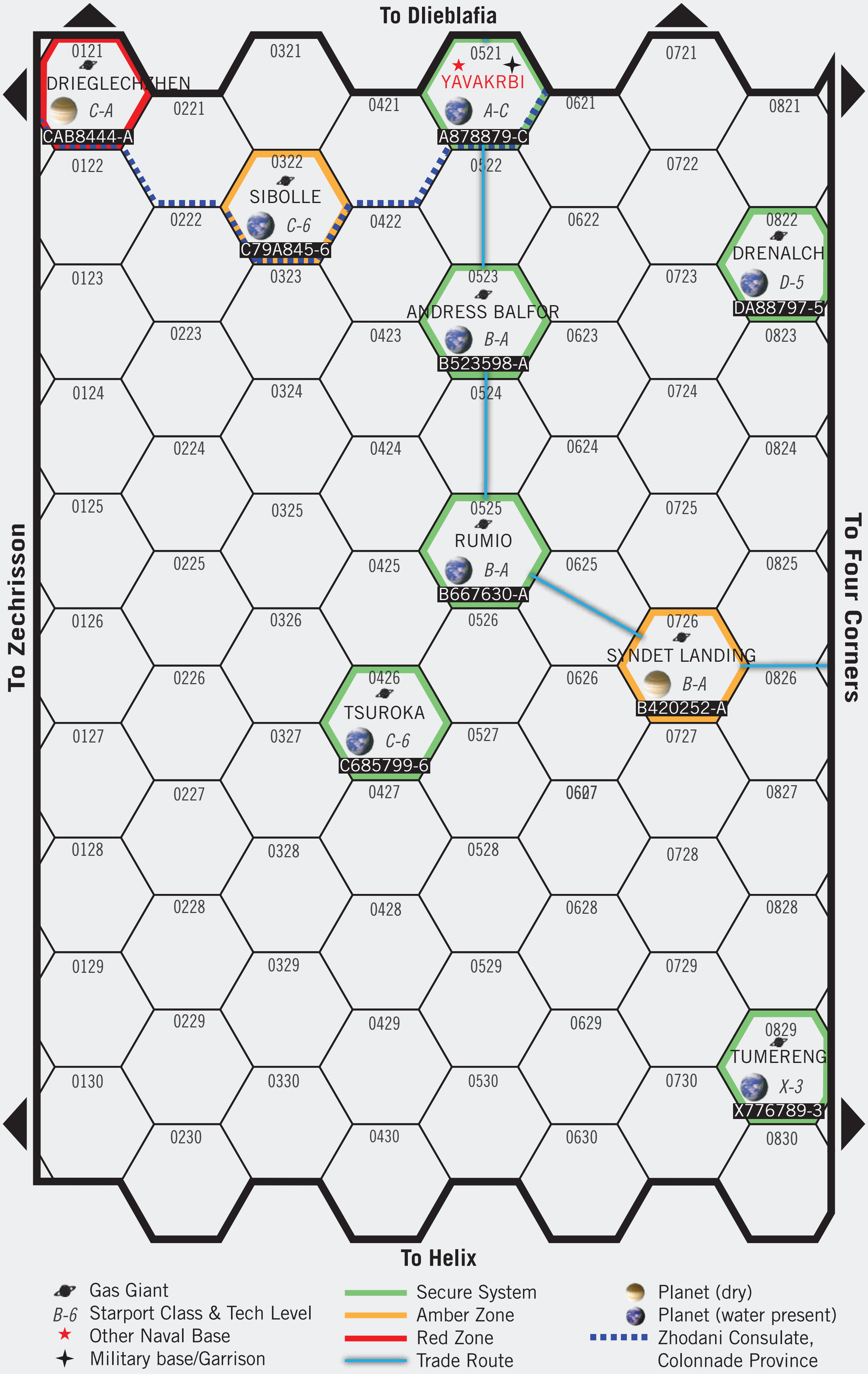
Two worlds within the subsector are home to 'native' sophonts. The Resavolk evolved on Tumereng and the Ghenani are a human Minor Race transplanted to the terraformed world of Drenalch, a planet that orbits the giant star Osto. Neither of these peoples, whose populations number in the tens of millions, have much contact with interstellar society.

The remaining four systems were settled by Imperial colonists in the 600s and include the freeport moon Syndet Landing, the peaceful agricultural world of Rumio and the struggling Andress Balfor. These three systems form a trade link through the Four Corners subsector to the Diadem Main. The fourth system, Tsuroka, is home to an isolated agricultural world sitting at the edge of the rift, nearly forgotten by interstellar society. Tsuroka declined as its advanced colonisation equipment failed, only to be brought back into the industrial age with colossal machines of clockwork technology.

Rumio and Syndet Landing receive technical support from Hoganas in the neighbouring Four Corners subsector to maintain their highports and facilitate trade with the Colonnade Province. Andress Balfor, whose highport was also built with Hoganas assistance, has expelled its sponsor's technicians, nationalising all space assets and increased transit fees in an attempt to increase their cut on trade between the Colonnade and trailing regions of the sector. Zhodani diplomats have offered aid to faltering Andress Balfor in return for its membership in the Colonnade Province but with its paralysed bureaucracy, the government and its people have made no effort to accept the offer.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Andress Balfor	0523		B523598-A	Ni Po			G
Drenalch	0822		DA88797-5	Ag Lt Ri			G
Drieglechzhen	0121		CAB8444-A	Fl Ni	R	Colonnade Province	G
Rumio	0525		B667630-A	Ag Ga Ni Ri			G
Sibolle	0322		C79A845-6	Wa	A	Colonnade Province	G
Syndet Landing	0726		B420252-A	De Lo Po	A		G
Tsuroka	0426		C685799-6	Ag Ga Ri			G
Tumereng	0829		X776789-3	Ag Lt			G
Yavakrbi	0521	M N	A878879-C	Ht		Colonnade Province	

YAVAKRBI SUBSECTOR


To Dlieblafia
To Zechrisson
To Four Corners
To Helix
0121
DRIEGLECHZHEN
C-A
CAB8444-A
0221
0321
0322
SIBOLLE
C-6
C79A845-6
0421
0521
YAVAKRBI
A-C
A878879-C
0621
0721
0821
0122
0222
0422
0522
0622
0722
0822
DRENALCH
D-5
DA88797-5
0123
0223
0323
0423
0523
ANDRESS BALFOR
B-A
B523598-A
0623
0723
0823
0124
0224
0324
0424
0524
0624
0724
0824
0125
0225
0325
0425
0525
RUMIO
B-A
B667630-A
0625
0725
0825
0126
0226
0326
0426
TSUROKA
C-6
C685799-6
0526
0626
0726
SYNDET LANDING
B-A
B420252-A
0826
0127
0227
0327
0427
0527
0627
0727
0827
0128
0228
0328
0428
0528
0628
0728
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0229
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0429
0529
0629
0729
0829
TUMERENG
X-3
X776789-3
0130
0230
0330
0430
0530
0630
0730
0830
Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
✦ Military base/Garrison
Secure System
Amber Zone
Red Zone
Trade Route
Planet (dry)
Planet (water present)
Zhodani Consulate, Colonnade Province

DRIEGLECHZHEN

With a thick ammonia and methane atmosphere, the large world of Drieglechzhen remains temperate far beyond its dim red dwarf's tiny habitable zone. Drieglechzhen is interdicted by the Zhodani for reasons unknown. An orbital port is home to most of the system's inhabitants but even the port is off-limits without special permission. Ships looking to refuel are directed to the small outer gas giant.

Published data indicates that Drieglechzhen is a 2.1 Terran mass world with an ammonia-methane atmosphere, oceans of ammonia-water solution and *bachzdial* or 'bespoke' native life. This last term causes confusion as it can translate as either unique to the world or created for the world. All information on the ecology of Drieglechzhen is classified, leading to further groundless speculation about its nature.

The Colonnade Province has maintained an orbital station at Drieglechzhen since 895, expanding it several times during its first century and letting it fall into disrepair the following century. Naval ships still protect the station and traffic remains moderate, with contracted supply ships supplementing government vessels. Ships without the proper permits and authorisations are politely but firmly escorted away from the world, directed to the outer gas giant to refuel, or in extremis refuelled or repaired by ships dispatched from the station. If pressed, officials will only say that the world is 'dangerous'. Shuttles equipped for hazardous environments regularly travel down to the world's surface and radio transmissions point to both a surface installation and a moving, perhaps cloud- or ocean-based station existing below the dense grey and orange cloud deck.

RUMIO

The garden world of Rumio was settled early during the Great Pulse of colonisation. Divided into noble fiefs and independent ranch 'stations' the mostly rural world serves as an important trade link between the Colonnade and the Diadem. A fierce independent spirit pervades society, encouraging self-reliance and espousing a privacy tenet that includes a tolerance for any activity, as long it does not affect others negatively.

Rumio is the ninth of 10 tightly packed planets in orbit around its type-G sun. A single gas giant orbits beyond the habitable zone and two other gas giants orbit a red dwarf companion star more than 20 billion kilometres distant. With a stable orbit and moderate axial tilt, Rumio is well-suited to human habitation, its well-evolved ecosystem roughly compatible with Terran life forms. Four widely spaced continents break up the world ocean, limiting the effects of storms. Rumio's fading tectonic activity produces few earthquakes and volcanos.

It was settled by immigrants from the Spinward Marches fleeing the aftermath of the first two Frontier Wars and unrest after the end of the Imperial Civil War. The first colonists arrived in 630 and the leaders of the expedition quickly divided the world into the 240 districts, which became the basis for a feudal society. Nearly half of these districts have since been subdivided into more than 1,000 stations – independent ranches controlling large swaths of savannah-like grazing land. The original settlers of Rumio had sought to travel as far from Imperial and Zhodani space as feasible. It was decades before they became aware of the Zhodani expansion to nearby Yavakrbi.

Rumio's leadership responded to this challenge by establishing colonies on Andress Balfor – named after its two founding families – and Syndet Landing – named after the entrepreneur bankrolling the project. Both these systems were settled prior to 700 with the intent of encouraging trade with the Colonnade and making the systems more valuable as independent brokers than dependent frontier outposts. These systems have since broken away from their homeworld, Andress Balfor achieving self-government in 804 and Syndet Landing in 861. Nevertheless, the existence of colonies and supporting starship facilities in these systems greatly improved the flow of trade and ensured Rumio would not slip into the same declining technological track as nearby Tsuroka.

Investment from Hoganas allowed the construction of a new highport facility in 1018 followed by the expansion of the downport from what was essentially a large agricultural transhipment depot into a full-service port with adjacent businesses ranging from light industry to ecotour centres offering wildlife safaris and other adventures across Rumio's vast wilderness areas. The world's remote location limits its appeal as a tourist destination but an open visa policy allows Travellers from both Diadem and Colonnade systems to experience the wonders of Rumio.

Lack of regulation has a downside, as cargos transferred through Rumio or for sale on the world undergo almost no screening. Law enforcement is non-existent outside the hired police forces at the downport, with each district or station responsible for their own security. No restrictions prevent starships from landing on private property; only minimal traffic regulations aimed at collision-avoidance apply. But for its remote location and limited traffic, Rumio could become a major centre for smuggling and piracy, although local leaders would likely unite to defend against any threat that would impact trade through the port.

YAVAKRBI

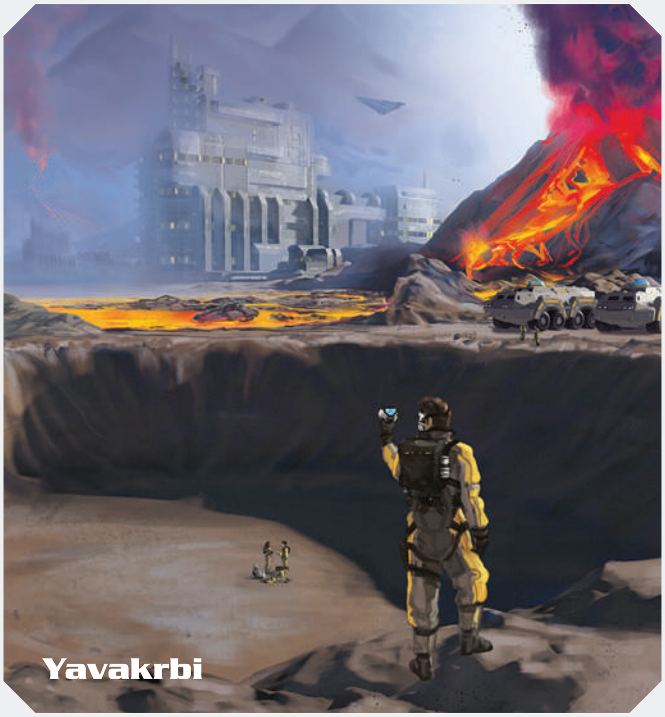
Yavakrbi is considered the ‘End of the Colonnade’, the furthest rimward member system settled by Zhodani. It is a fractious system with five separate governments, one for the world and four for various spacer and outsystem communities, each claiming dominance over system affairs. Its orbital port is operated by the Colonnade administration and serves as the customs and border control point for goods and visitors entering and exiting the Colonnade.

It is the second world of a K2-type main sequence star. A disruption early in the system’s development swept away much of the planet-forming material, especially hydrogen and helium gases, leaving behind enough material for a dozen small worlds and three asteroid belts arranged in a chaotic, almost swarm-like donut around the star. Only Yavakrbi and the innermost world of Tezhmiacha follow stable, mostly circular, orbits and are sizeable enough to hold a relatively thick atmosphere. Both these worlds are pockmarked by impacts from orbit-crossing asteroids. A high metal content among those asteroids encouraged early mining activity, which continues unabated across the system. Five diverted metal asteroids circle Yavakrbi acting as industrial centres and housing both a commercial and military port, the former linked to the surface via a beanstalk elevator.

Yavakrbi itself is a standard-sized world with an atmosphere tainted by low oxygen and volcanic activity. The planet is only 3.5 billion years old and native life is primitive, with the imported species of the colonists overtaking what little land life existed. Dominating the interiors of the world’s three major continents are high mountain ranges and vast undeveloped badlands, home only to native lichen-like lifeforms clinging to rocks. Inhabited areas are densely urbanised and linked by elevated pneumatic tube links and grav flight corridors. Frequent earthquakes and rugged terrain limit the utility of most surface transportation beyond the network of tremor-resistance tube pylons linked to spring-mounted urban towers.

Yavakrbi was settled as a rimward Colonnade bulwark in 627 with independent miners arriving within a decade to harvest the metal resources of the asteroid swarms and dwarf planets beyond the world’s orbit. The miners ignored the world’s colonial administration from the onset and set up their own cooperatives to provide support to their operations. Heavily subsidised migration policies encouraged high population growth on Yavakrbi during its first century, with the chance for wealth or escape from tough regulation driving many to seek a new life among the myriad asteroids settlements. In 923 a concerted attempt by the world government to exert more control over offworld settlements led to a tense standoff, with a ‘demonstration packet’ – a five-kilometre-diameter asteroid diverted into a planet-crossing orbit – leading to a compromise solution with the world government recognising three ‘outworld’ governments in return for the diversion of four asteroids into Yavakrbi orbit to aid planetary industry. In 967 the outermost belt government underwent a schism and the world government recognised the splinter state in return for the gift of a fifth asteroid moon that by 1002 had become the newly anchored commercial highport.

Almost a third of the system’s 700 million inhabitants reside offworld, most in industrial centres within the asteroid swarms of the outsystem. The well-regulated bureaucratic government of the world contrasts with the limited government and more cutthroat societies in the outsystem, leading to allegations of smuggling and other un-Zhodani illegal activities based among the hundreds of settled asteroids and habitats dotting the system. The Colonnade patrols the system to keep the peace between rival miners and limit the lawlessness of the vast torus of tiny worlds but its ships are overwhelmed by the vastness of space and the millions of sizable objects in orbit around the orange sun.



FOUR CORNERS

Four Corners is an odd name for a subsector with only 10 systems of which all but one uninhabited system are located across the middle. It is, however, one of four central subsectors in the Vanguard Reaches. The name harkens back to a desolate region of old Terra where four jurisdictions met.

This subsector was mostly bypassed during the Third Imperium's Great Pulse, with ambitious settlers pushing on to 'superior' worlds in Yavakrbi. It has only 53 million inhabitants, most residing in the six-world Hejaz cluster dominated by Hoganas, a minor local power. The tenuous trade link between the Diadem and the Colonnade is dependent upon Hoganas's forbearance, although any attempt to stifle or control the route would likely be met by 'corrective action' by either or both the Zhodani and the Diadem Trade League.

HEJAZ

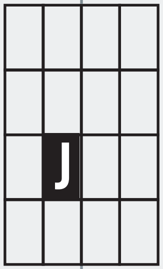
As the first world settled in the Four Corners and the small six-system cluster at its core, Hejaz still gives its name to that cluster, although it is just a minor stop-over on the jump-2 route to the Colonnade. Originally an Islamic republic, Hejaz has developed into a devout but secular community based around small farming communities proud of their self-sufficient world.

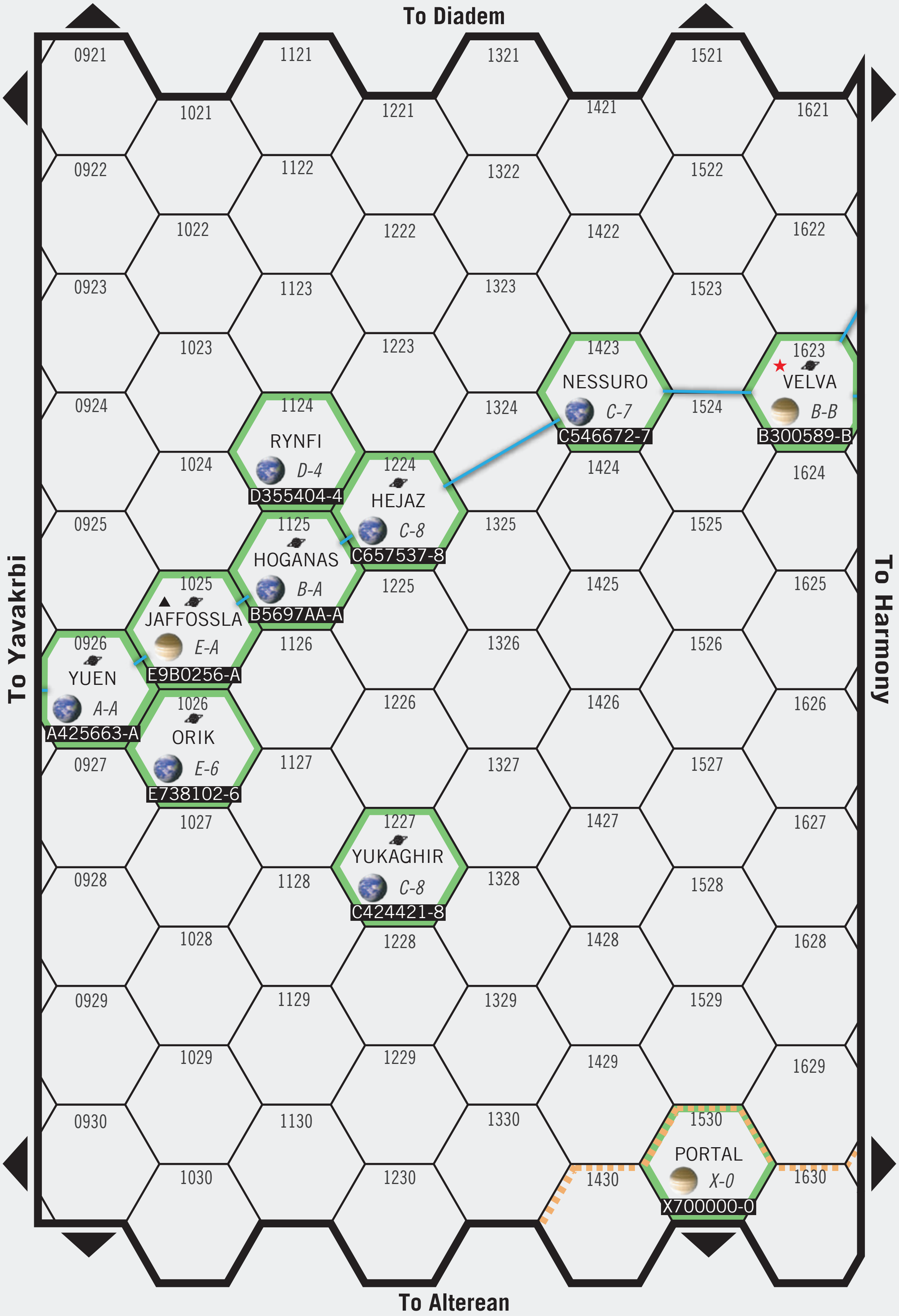
The Hejaz system is built upon a pair of type-G stars who orbit so close they almost touch. Hejaz is the first world in orbit around this binary however, like the three rockballs and single small gas giant further outsystem, its orbit is inclined to travel over the poles of the two stars. The world is a moderately-sized planet with a thin but perfectly breathable atmosphere and eight widely spaced continents including the temperate landmass Medina, home to the entire population of 800,000. Hejaz has a mature ecology, nearly compatible to Terran biology. This both allows invasive agricultural species to flourish and native pathogens to infect newcomers. Occasional crop blights and diseased herds remain challenges limiting the colony's growth.

A group of Muslims fleeing persecution after a schism on Dodds in the Spinward Marches settled Hejaz in 659. Most arrived on a decrepit sleeper ship purchased by the colony's leadership and only 935 survived the hibernation process to begin their new lives on a distant world. As many goats as people came aboard the *Hajj*, a fact the people of Hejaz repeat in self-deprecating stories of their origin. After the challenges of the first few years, including a crop blight and a storm and flood that swept away people, shelter and goats, the population of Hejaz fell to 609 people – but more than 1,200 goats! – who rebuilt their initial settlement of Kaaba and their mosque on higher ground and set about taming their world. Scattering into small hamlets of 50–100 people, they ensured no one disaster could wipe out the entire colony. Additional hamlets spread further afield and some grew into towns of more than 1,000 inhabitants. The once pervasive influence of the religious leaders in Kaaba grew less important to the functioning of these communities and while the people of Hejaz remained devout, they looked to community leaders, many of them secular, for guidance in day-to-day affairs.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Hejaz	1224		C657537-8	Ag Ga Ni			G
Hoganas	1125		B5697AA-A	Ri			G
Jaffossla	1025	S	E9B0256-A	De Lo			G
Nessuro	1423		C546672-7	Ag Ni			
Orik	1026		E738102-6	Lo			G
Portal	1530		X700000-0	Ba Va		Altarean Confederation	
Rynfi	1124		D355404-4	Lt Ni			
Velva	1623	N	B300589-B	Ni Va			G
Yuen	0926		A425663-A	Ni			G
Yukaghir	1227		C424421-8	Ni			G

FOUR CORNERS SUBSECTOR




To Diadem
To Yavakrbi
To Harmony
To Alterean
0921
0922
0923
0924
0925
0926 YUEN A-A A425663-A
0927
0928
0929
0930
1021
1022
1023
1024
1025 JAFFOSSLA E-A E9B0256-A
1026 ORIK E-6 E738102-6
1027
1028
1029
1030
1121
1122
1123
1124 RYNFI D-4 D355404-4
1125 HOGANAS B-A B5697AA-A
1126
1127
1128
1129
1130
1221
1222
1223
1224 HEJAZ C-8 C657537-8
1225
1226
1227 YUKAGHIR C-8 C424421-8
1228
1229
1230
1321
1322
1323
1324
1325
1326
1327
1328
1329
1330
1421
1422
1423 NESSURO C-7 C546672-7
1424
1425
1426
1427
1428
1429
1430
1521
1522
1523
1524
1525
1526
1527
1528
1529
1530 PORTAL X-0 X700000-0
1621
1622
1623 VELVA B-B B300589-B
1624
1625
1626
1627
1628
1629
1630

Gas Giant	Secure System	Planet (dry)
B-6 Starport Class & Tech Level	Trade Route	Planet (water present)
★ Other Naval Base	Altarean Confederation	▲ Scout Base

In 831 a blight struck both wheat and rice, crippling the food supply. The mullahs in Kaaba dealt poorly with emergency management, focusing on prayers more than practicalities, causing seven local leaders to defy both central and local religious authorities and take coordinated action to distribute and ration food. When the mullahs rejected these plans, the people sided with their local leaders, the Seven Emirs, and broke the power of the religious authorities over secular life. Although Hejaz lacks a formal constitution – the Koran was the founding document – the now Twelve Emirs are the leaders of Hejaz. Cooperation is still of paramount importance, with major decisions requiring consensus among the Emirs but society has functioned well and survived a half dozen crises since the Emirs gained control of their communities.

Hejaz remains fiercely independent, repeatedly rejecting offers from Hoganas to build a highport for the world. The starport, adjacent to Kaaba, is locally maintained and a small highport – constructed out of a second-hand subsidised liner with a failed jump drive and supported by a few pinnaces and a launch bought from Baixing – services unstreamlined ships needing refuelling or cargo handling facilities. Most traffic continues to Hoganas with limited trade or interaction at Hejaz but that seems to suit both the insular people and the goats of the agricultural world just fine.

HOGANAS

Hoganas is the only interstellar power in the Four Corners, accounting for 70% of the population of the entire subsector – more than 82% if including the population of its colony world of Yuen. Ruled by the hereditary Golden Sovereign, whom the people of Hoganas treat as a demi-god, the world is a pleasant place to visit, as long as one follows the rules and gives its ruler the respect his people demand.

Hoganas's seven subcontinents form a semi-circle around a deep ocean basin, the remains of a massive collision more than two billion years ago. The impactor is now the world's dwarf-planet-sized moon, orbiting once a week and vying with the system's K1-type star to create complex tidal patterns along the jagged coastlines and many islands comprising Hoganas's corona of land. The system's only gas giant and one of two asteroid belts are sunward of the habitable zone, making the world and its starport the most convenient place to refuel, receive service and enjoy a pleasant shore leave for crews making the trade run between the Diadem and the Colonnade. Hoganas's oceans are mostly filled with native life, including megafauna and the ferocious pack predators that feed upon them. The subcontinents mix primitive native flora and insectoid pollinators with imported species of crops and domesticated animals.

Hoganas was not settled until 702, nearly half a century after neighbouring Hejaz, but quickly grew to dominate its six-world cluster. The leader of the colonists was the first Golden Sovereign, Aldin Dagashkugiim, who claimed descent from both ancient Vilani and Terran emperors. Wealth and charisma propelled Aldin to leadership of a colony venture originating in Deneb. Once on Hoganas he declared a charter proclaiming himself Golden Sovereign, reinforced by the colour of his robes and the element used to decorate his palace. Ruling through his chancellor – a position appointed at his whim and often replaced – and his secretaries or ministers, Aldin was rarely seen in public but venerated by the original 12,000 settlers of the world. Hoganas's location on the trade route and its well-run starport and economy allowed the world to prosper, although immigration was limited by the requirement to venerate the Golden Sovereign and lie detectors employed to judge an applicant's sincerity.

In 832, Aldin travelled to Yuen, bought out the operators of its small starport, declared the world his personal fief and then died suddenly at age 176. The world contains a magnificent golden tomb in his honour. His youngest daughter Yasmi became the second Golden Sovereign, expanding the starports at both Hoganas and Yuen, and reigning for more than a century before dying on Hoganas in 947 after reaching an age of 197. Whether from Vilani heritage or imported anagathics, the Golden Sovereigns enjoy a very long lifespan. The third Golden Sovereign, Enri, grandson of Yasmi, has ruled since 947 and celebrated his 200th birthday in 1097.

Trade is important to Hoganas, with the route to the Colonnade bringing in revenue and new technology. Enri completed a programme begun by Yasmi to construct and support highports in neighbouring Yavakrbi at Syndet Landing, Rumio and Andress Balfor. Shrines to the Golden Sovereign and an enthusiastic embassy are still present at the first two ports but Andress Balfor dismantled the shrine and expelled the embassy when it nationalised its port in 1094.

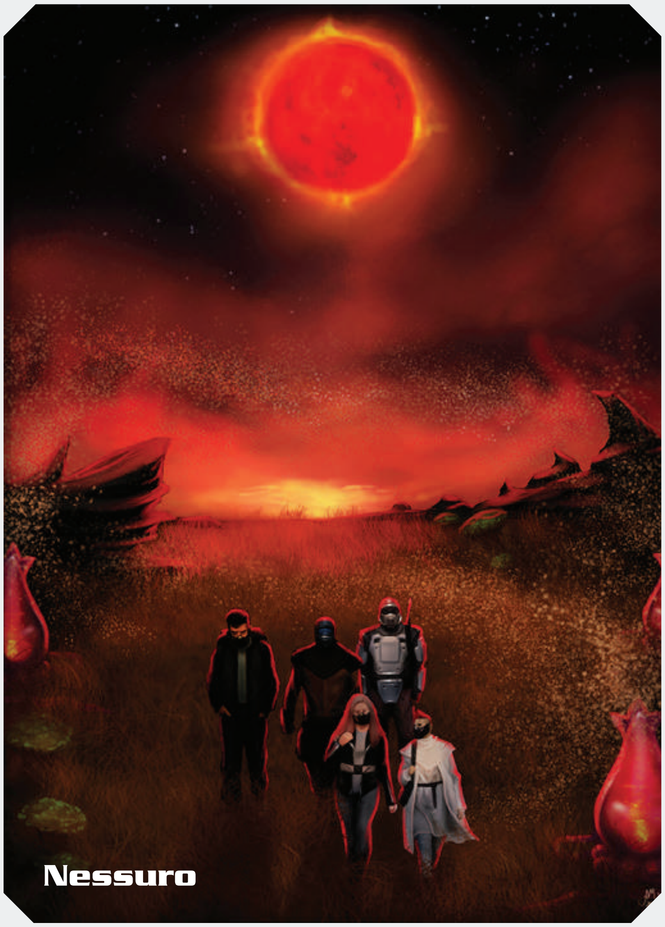
Hoganas has developed a diverse economy, focusing on agriculture, light industry and internal tourism based on the veneration of the Golden Sovereign. Golden statues of Aldin, Yasmi and Enri are prominent. The people – if not dressed in golden clothes, then at least wearing some prominent gold-coloured or actually golden accessory – treat the Sovereign like a god, calling upon his blessings and praising his wisdom, even if he has not been seen in public since his birthday celebrations.

Travellers, especially ship crews with Credits to burn, are welcome on Hoganas and can enjoy the world's many resorts but are expected to at least pay lip-service to the cult of the Golden Sovereign. There are no security goons enforcing deference to their leader but the people themselves will react poorly to anyone who does not pay the Golden Sovereign the respect that they honestly believe he deserves.

NESSURO

Unless a starship is capable of crossing four parsecs without refuelling, Nessuro is a necessary stop along the Diadem Main to Colonnade Province rimward route. The system has only one convenient source of fuel: the planet itself. A potentially deadly allergen makes life on the planet difficult to those not immune or adapted, so most Travellers simply accept the high price of fuel at the highport and move on to the next system.

Nessuro is the second of four worlds in its system. A K4-type main sequence star hosts all four planets. Beyond these worlds is a dim red dwarf whose orbit swings from 500 million to two billion kilometres from the larger star, destroying any stable orbits in the outsystem. Nessuro is a moderately small world with a thin atmosphere that would be entirely breathable if not for the world's most common grasses, whose pervasive pollen is a potentially deadly allergen to humans.



Regardless, Nessuro's location guaranteed the system would be settled. The first colonists arrived in 645. By 646, half had died, struck down by an anaphylactic reaction to the omnipresent pollen. The xenologists whose survey had overlooked this issue were successfully sued but this did little to address the underlying problem. A combination of recessive traits left one in 12 humans – and Vargr – immune to the effects of the allergen. Almost a third of the population was able to eventually desensitise to the point where it left little more than a raspy voice and a bad rash. For the rest, exposure over the course of as little as a day could prove fatal. Since the grasses covered most of the arable land and produced pollen for more than half the short Nessuro year, this proved problematic.

The result was a split of the original colonists and subsequent settlers into three communities: Adapted, Conditioned and Protected. An Adapted community was no different than any colonial settlement; residents could live and work in the open and maintain a normal lifestyle. The Conditioned lived in protected settlements with mudrooms for cleaning of clothes and equipment, and showers to remove pollen from hair and skin. Children of the Conditioned were raised in protected creches, gradually exposed to Nessuro pollen over the course of the first year of their lives. The Protected lived in sealed settlements, little different than those on a hostile world. Despite being the most common type of human, the Protected account for less than 5% of Nessuro's population of three million and many are transient workers employed at the downport or in specialised industries. Genetic engineering could correct susceptibility but that solution is expensive and requires technology beyond any available in the Four Corners or Diadem Main. The Conditioned account for 35% of the population, living in communities mostly clustered around the downport region. A full 60% of Nessuro's population are Adapted, who consider themselves the true inheritors of the world. While the Adapted can be smug about their status, occasionally one of their children is born with mutations or defective genes leaving them susceptible to Nessuro pollen. Most of these children are transferred, usually adopted into Conditioned or Protected settlements, never to return to their birth communities, as even after conditioning they tend to suffer from chronic pollen exposure and social stigma.

NESSURO ALLERGEN

Any human or Vargr Traveller braving exposure to the unadulterated 'pure air' of Nessuro must make a Very Difficult (12+) END check after 1D hours of exposure. Those who pass are effectively immune to the allergen. Those who fail are susceptible to the allergen and can only reverse this condition with genetic engineering. If susceptible, the Traveller suffers damage equal to the Effect of the check. This damage can be healed normally but each subsequent exposure requires a Difficult (10+) END check once per day, with each failure causing further damage equal to the Effect. Once Travellers pass three checks in a row, they are desensitised, taking no further damage.

Filter masks are not effective in preventing allergen reactions but reduce damage by 1D. Complete protection from the allergen requires a sealed suit. Even if suited, the Traveller must take care to don and doff the suit in a decontaminated area.

Nessuro Highport is the normal destination for traffic passing through the system. The highport is little more than a giant fuel tank with a small central facility that includes a medical lab, which conducts genetic testing on anyone who wishes to travel to the surface. As the only source of fuel in the system, Nessuro Highport charges double for unrefined fuel, although berthing is free for the first week. Refined fuel is available, also at double cost. Fuel skimming is strongly discouraged, although local authorities do not forbid or block attempts. They do offer stern warnings about the effects of Nessuro pollen but these are overblown for those who keep their ships sealed during skimming operations. The warnings do alarm passengers, however, making even streamlined liners more likely to pay for fuel and move on.

VELVA

Velva is an outpost of the Diadem Main, a joint venture between Baixing and Circulus. Envisioned as little more than a starport and naval base, the gas giant moon has become the administrative hub supporting prospecting and small-scale manufacturing across the system's 14 planets and two asteroid belts.

It is the largest moon of the small gas giant Paanee, a world orbiting just outside the jump shadow of its red dwarf primary, Laal. The system is less than half a billion years old, relatively metal-rich and filled with worlds in orbits whose long-term stability are in doubt, including trojan planets, unstable resonances and crossing orbits. Velva still retains a magnetic field and active volcanism, although the region around its main surface facility is geologically stable.

The system in general and Velva in particular has been occupied since 629 as transit point from the Diadem Main to the rimward route to the Colonnade Province. The corporation that operated the port at Velva underwent several merges and bankruptcy during the 700s, resulting in the government of Circulus acquiring its decrepit assets in 781. The government-run Velva Port Authority remained chronically underfunded, undermaintained and unable to control piracy or 'aggressive trade practices' in the crowded star system but Circulus was unwilling to sell the operation to either Baixing or Harmony. In 934 Baixing, fearing a possible take-over by Harmony, offered Circulus more than fair value for the system and its assets in return for joint control and the promise of investing in new facilities. These investments would include a jointly operated naval base focused on control of the system and protection of the trade route to the Colonnade.

Circulus accepted and the Velva Cooperative Authority has governed the system ever since, with equal board representation from Baixing and Circulus and professional managers hired and approved by both governments. By 960, a new highport facility was fully operational. The downport remains a sprawling complex of old and new construction with an adjacent self-governing startown, Rocktown, providing industry and services to the ports and the wider system. The naval facility began as a module of Velva Highport but has since moved most of its operations to a fortified base on the neighbouring moon of Kensi.

Velva Highport is a well-maintained facility with full-service capability. If it had a shipyard capable of constructing starships it would easily be rated a Class A facility. Its bays can accommodate ships of up to 10,000 tons for full maintenance overhauls and repairs. The local shipyard can produce non-jump capable spacecraft of up to 50,000 tons concurrently, mostly smaller in-system mining vessels but also system defence craft, including some large armoured monitors. Few crews transiting the system bother to visit the downport of Rocktown, as strict local laws apply in both port and town, although those looking for illicit goods and services are more likely to find a source in the poorly documented tunnels beneath Rocktown than in the clean corridors of the highport.

HARMONY

Harmony is a sparse stellar region, although it is the main conduit of trade and communications between The Beyond and the bulk of the Vanguard Reaches. The main trade route out of the Kajaani Triumvirate branches as Harmony, with one arm going to the Altarean Confederation, the other going on to split again at Aubusson to pass either to spinward, eventually reaching the Colonnade Province or to coreward into the Diadem Main and via routes further coreward to the Hyperion League, Tellerian Cluster or Trelyn Domain.

The subsector is named for the world that is at its centre in more ways than one. It consists of 16 systems and almost 18.2 billion inhabitants, including six billion Murians in the two systems controlled by the Altarean Confederation. Five subsector systems are directly on the Diadem Main, including the main's leading world of Baixing and the high population planetary ring settlements at Circulus. Those two systems dominate the coreward portion of the subsector.

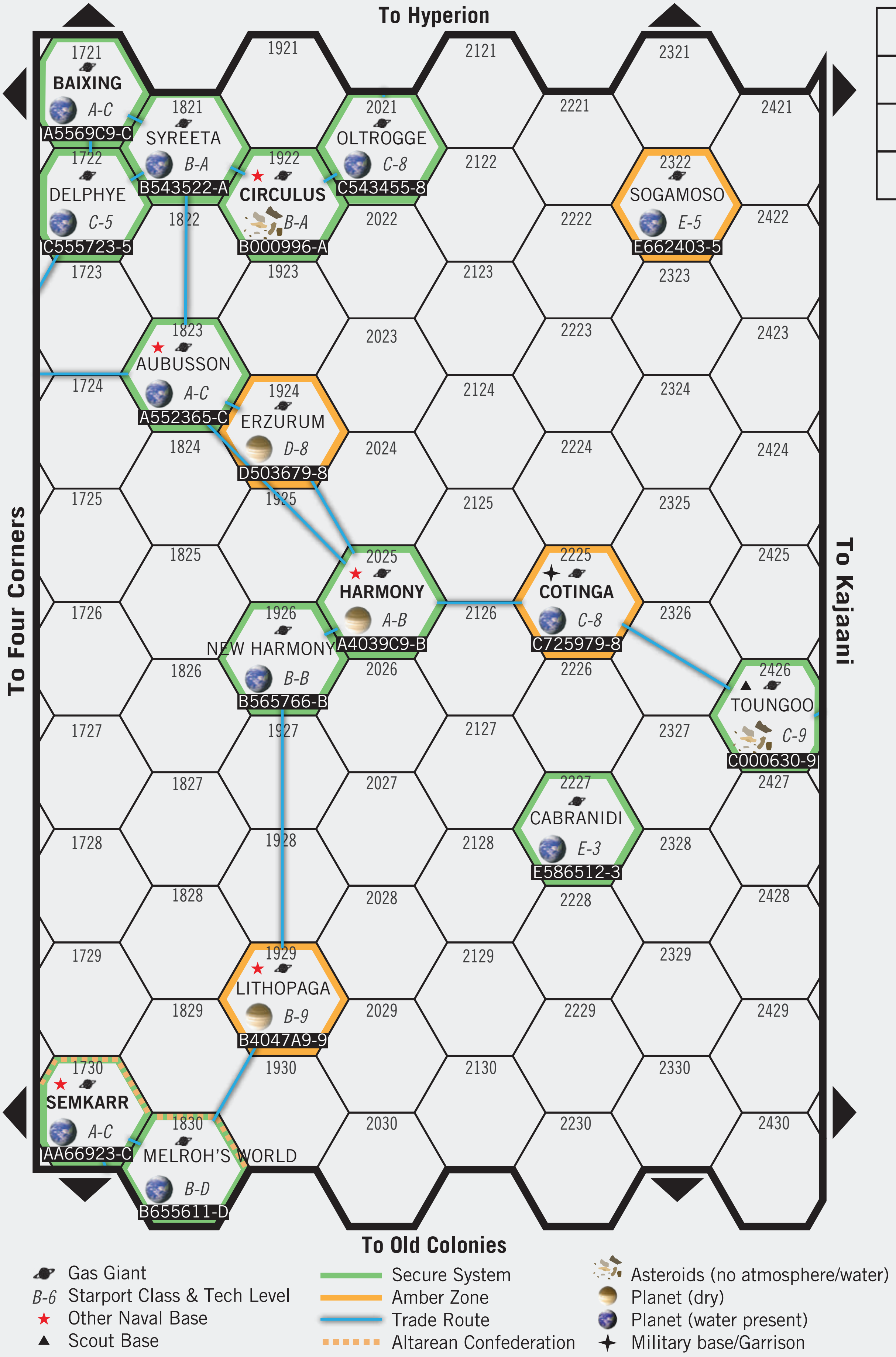
The jump-2 route through the subsector allows few choices, with traffic from trailing channelled out of Gaddis in the Kajaani subsector to the asteroid belt at Toungoo, through war-torn Cotinga and on to Harmony and then Erzurum, usually entering the Diadem Trade Council's area of influence at Aubusson. From Aubusson, a ship may branch spinward through Velva or coreward onto the Diadem Main. Both Cotinga and Erzurum are troubled systems, a factor that limits the flow of trade.

A jump-3 vessel has more choices and can bypass both systems by reaching Harmony or New Harmony via a wilderness refuelling at Cabranidi and then jumping to Aubusson from either of those systems. A jump-3 vessel – or any ship capable of crossing three parsecs with multiple jumps and additional fuel – can reach the Altarean Confederation through Lithopaga, although that system is known for high transit fees and intrusive inspections.

The result is not very harmonious. Trade could flow more freely through the subsector in the future but, in present times, conditions in a few systems limit commerce between the Beyond and most of the Vanguard Reaches. Harmony is working to increase its influence with the stated goal of improving the passage of trade but its neighbours are distrustful of its rising power.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Aubusson	1823	N	A552365-C	Ht Lo Po			G
Baixing	1721		A5569C9-C	Hi Ht			G
Cabranidi	2227		E586512-3	Ag Lt Ni			G
Circulus	1922	N	B000996-A	As Hi In Na Va			G
Cotinga	2225	M	C725979-8	Hi In	A		G
Delphye	1722		C555723-5	Ag Lt			G
Erzurum	1924	S	D503679-8	Ic Na Ni Va	A		G
Harmony	2025	M N	A4039C9-B	Hi Ic In Na Va			G
Lithopaga	1929	M N	B4047A9-9	Ic Va	A		G
Melroh's World	1830		B655611-D	Ag Ga Ht Ni		Altarean Confederation	G
New Harmony	1926		B565766-8	Ag Ri			G
Oltrogge	2021		C543455-8	Ni Po			G
Semkarr	1730	N	AA66923-C	Hi Ht		Altarean Confederation	G
Sogamoso	2322		E662403-5	Lt Ni	A		G
Syreeta	1821		B543522-A	Ni Po			G
Toungoo	2426	S	C000630-9	As Na Ni Va			G

HARMONY SUBSECTOR


To Hyperion
To Four Corners
To Kajaani
To Old Colonies
1721 BAIXING A-C A5569C9-C
1821 SYREETA B-A B543522-A
2021 OLTROGGE C-8 C543455-8
1722 DELPHYE C-5 C555723-5
1922 CIRCULUS B-A B000996-A
2322 SOGAMOSO E-5 E662403-5
1823 AUBUSSON A-C A552365-C
1924 ERZURUM D-8 D503679-8
2025 HARMONY A-B A4039C9-B
2225 COTINGA C-8 C725979-8
1926 NEW HARMONY B-B B565766-B
2426 TOUNGOO C-9 C000630-9
2227 CABRANIDI E-3 E586512-3
1929 LITHOPAGA B-9 B4047A9-9
1730 SEMKARR A-C AA66923-C
1830 MELROH'S WORLD B-D B655611-D
Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
▲ Scout Base
Secure System
Amber Zone
Trade Route
Altarean Confederation
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)
✦ Military base/Garrison

AUBUSSON

The rugged gas giant moon of Aubusson has a vibrant highport and a downport set on a ridge looking over a spectacular valley with views of steep mountains, tall waterfalls and a ringed gas giant and its moons. It was one of the earliest settled worlds in the subsector, but its colony was near failure when the government of Baixing bought out the remaining settlers and developed the system as a trade hub and bulwark against Harmony's influence.

Aubusson is the largest of four major moons of the large gas giant Occitania. Sitting in the middle of the habitable zone of the K2-type star Aquitaine, Occitania dominates the system's inner worlds, with asteroid belts sunward and outward. All of Occitania's large moons are locked in resonance orbits. Aubusson is the third of these, orbiting the giant planet every eight days. This orbit creates a long day but also places the world beyond its primary's harsh radiation belts. Despite its slow rotation, Aubusson retains a moderate magnetic field and has held onto most of its atmosphere over its 5.5-billion-year life, although its once vast oceans have retreated into small scattered seas. The pull of Occitania's other moons keeps Aubusson volcanically and tectonically active, creating regions of sharp mountainous terrain and soils rich in nutrients.

Its potential as a self-sufficient colony and position on the jump-2 routes both to the Diadem and to spinward resulted in Aubusson's early colonisation in 610. For its first century, the colony prospered, its modest refuelling station and agriculturally centred downport community providing a welcome respite for onward-bound ships. Its vistas and settlement potential brought a steady number of immigrants who decided to end their travels at this world.

The early prosperity ended suddenly in 722 when a massive earthquake followed by the explosive eruption of a long-dormant volcano essentially destroyed the downport and most of the surrounding settlements. More than 50,000 people perished in the initial disasters and another 30,000 died of starvation or disease in the year that followed. The interstellar neighbourhood region was too newly settled to organise any offworld relief. A few ships passing through the system provided some aid but just as many took advantage and by 725 the highport was a looted ruin and the few thousand survivors in outlying communities were left to survive on their own. Transiting ships chose to avoid the radiation belts of giant Occitania and skimmed fuel from one of the two outer gas giants billions of kilometres distant, or avoided the system entirely, jumping from Erzurum to Circulus.

The remanent population of Aubusson suffered further indignities. Marauders raided their communities, another volcano erupted with enough force to blanket the world in ash for years and a plague killed off the last of their cattle. Their numbers had dwindled to less than 1,000 by 848 when their luck finally changed.

By the early 800s both Baixing and Harmony had become successful worlds reliant on trade. Aubusson, while not a choke point, was well-placed on the main routes. Baixing had already deployed a few patrols to supress pirate activity in the Aubusson outsystem when a 'diplomatic mission' from Harmony, supported by a few escorts and a troop carrier, arrived above the struggling moon with an offer of assistance in return for accepting Harmony's sovereignty. The offer was barely sufficient for survival – much less a fair trade for possession of the system – but Aubusson's survivors had little negotiating power. But before they could agree to the terms, the commander of the Baixing Star Navy frigate *Helix* radioed a counteroffer, essentially offering the remaining residents of Aubusson enough to become millionaires if they would accept Baixing's protection. Commander Henry Follette had no authority to make such an offer but the locals immediately accepted and the Baixing Grand Senate reluctantly backed the gambit. Follette was cashiered from the BSN but soon appointed governor of Aubusson.

The highport of Aubusson is called Follette Station. Only a few descendants of Aubusson's surviving colonists still live on the moon; those who do maintain estates near the new downport of Helix Down. Most of Aubusson's current population is transient, working at the ports or naval base. The asteroid belts are property of the Third Baixing Republic and leased to prospectors for a fee and cut of revenue. The working residents of the moon mostly support a tourism industry catering to the wealthy of the Diadem and trader crews on shore leave. Harmony has not forgotten Follette's Gambit and the status of Aubusson remains a sour point in Harmony's relations with Baixing in particular and the Diadem Trade League in general.

BAIXING

Baixing has become the leading world on the Diadem Main. Rising from its status as the Main's breadbasket, the world transformed itself into the commercial and political centre of the main and has become the provisional capital of Diadem Trade League.

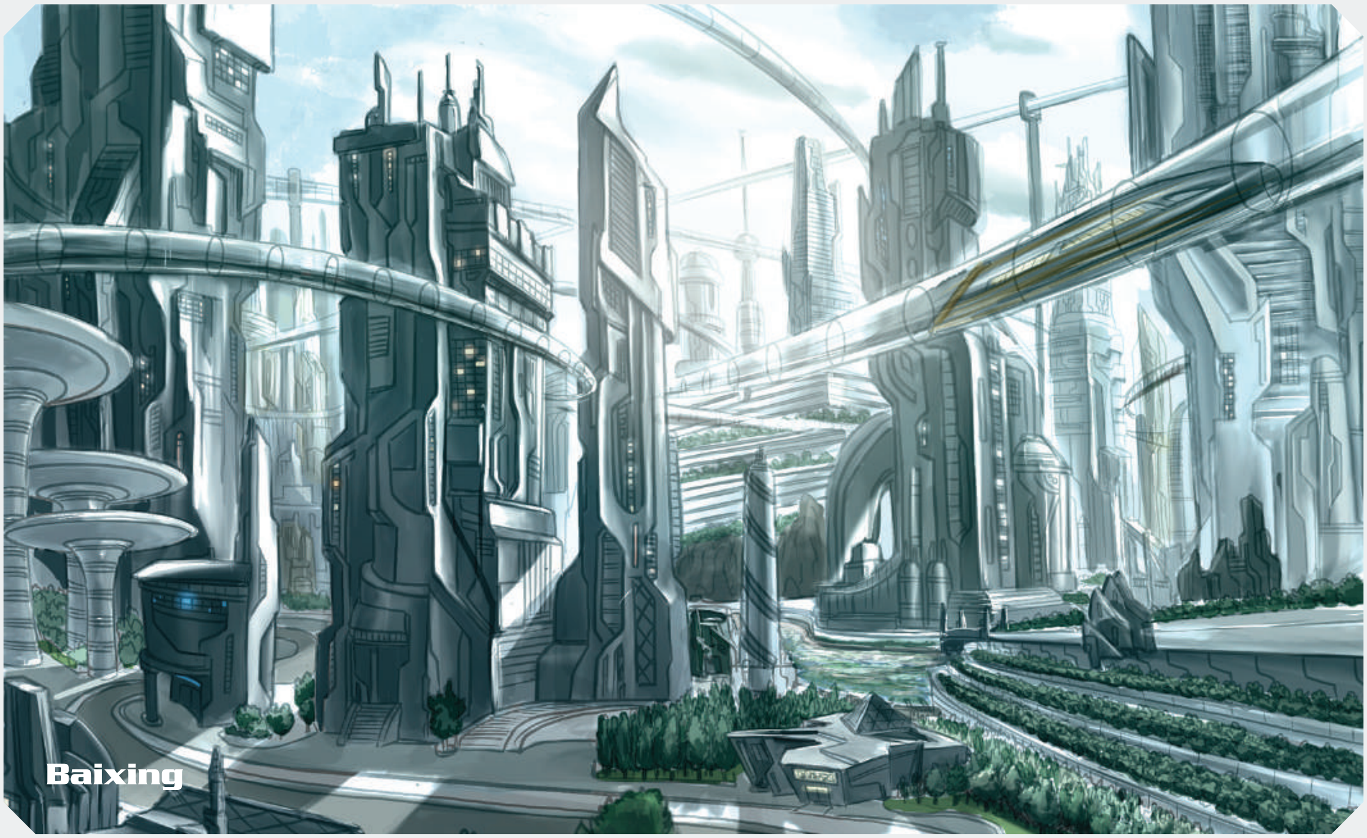
The planet Baixing is only 3.5 billion years old, a rapidly spinning small world around an F5-type primary. The system is orderly and home to six rocky worlds and four gas giants with circular orbits around their star. A red dwarf companion orbits in a near circular orbit far beyond these worlds and hosts six additional rockball planets.

Baixing's large iron core and 13.5-hour day contribute to a strong magnetic field and considerable ozone protects the surface from the star's harsh white light. Life was barely crawling out of the ocean when humans first arrived and much of the current surface biome is based on imported organisms ranging from earthworms to cattle. To support its six billion inhabitants, much of the world's arable land area is farmed, with dense pockets of urban settlement connected by elevated hyperloop networks spanning each of the four major continents.

The planet was originally named Whitestar when first settled in 621. Disputes between rival settlements resulted in the world being renamed Baixing in 634. The new name means 'white-star' but proved less offensive or banal to some colonial interest groups. Located in the centre of the Diadem Main and – as its citizens will remind visitors – the centre of the entire Vanguard Reaches, Baixing became an important trading world early in its history. Baixing's productive farms provided a buffer to colonies with less friendly ecosystems and despite a quickly growing population, the world was able to maintain an agricultural surplus for export. It traded foodstuffs for machinery, first to mechanise agriculture, then to industrialise. By 800, Baixing had reached a population of 100 million and was producing its own starships. By 950 its population was one billion and it had become the manufacturing and trading hub of the Diadem Main.

Since the Conference of Baixing in 1054, most systems along the main have cooperated in reducing tariffs and overwise encouraging trade. The Diadem Trade League is a 'coordinating body' based on Baixing with minimal staff and budget. It is concerned with policy directives, trade dispute resolution and operating the VANREX stock market. Baixing has lobbied for an increased common market approach, complete with inspection vessels and a protective service but the other major members states – Boreal, Tiffanye and Circulus – have balked at surrendering control to a multi-system organisation based on and led by Baixing.

The official story of Baixing's smooth rise to greatness obscures a history of conflict. First came the Range War of 665–673, pitting large landowners against smaller homesteaders. The homesteaders won, inaugurating the Republic of Baixing and a period of democratic rule. The structure of Baixing's government was based on a rurally distributed electorate.


Baixing

By 750, urbanisation and industrialisation had shifted economic dominance to industry and finance, and most urban labourers lacked the property rights that granted suffrage. The agrarian Republic Assembly used unionisation – a movement normally not supported by a world's elite – as a wedge to limit the growing influence of the 'new blood' urban elite. A series of amendments passed in 776 created the Second Baixing Republic, which incorporated workers' rights into the constitution and limited the autonomy of businesses.

The plan backfired when the urban workforce, who were still denied franchise unless they owned property, demanded universal suffrage. Business elite and landowners banded together to defeat an urban uprising in 779 and a second in 784 but the third uprising, supported by the Baixing Star Navy's commanders, resulted in the Peoples Revolution of 788. The resultant Third Baixing Republic's new constitution enshrined universal suffrage but also created a complex set of checks and balances. These included a Grand Senate of 99 'notables' elected for life by the Grand Assembly, itself an indirectly elected subset of the People's Assembly.

The resultant tiered government is based on universal suffrage and the rule of law but power is still concentrated with the elites. It limits the powers of the dwindling homesteaders and industrial workers, and enhances the powers of industrialists, landlords and military officers who dominate the Grand Senate and who retain veto powers over legislation and regulation. The Grand Senate selects five of its members for a single term on the Executive Council. These five set policy and act as heads of state to impress dignitaries and sign treaties but the senators are the true rulers of Baixing, with some seats held by the same families since the end of martial law in 791.

Elections for the People's Assembly occur every Baixing year of 707 standard – 1,256 local – days. Election rules ensure many parties and shifting coalition governments. The elections are boisterous colourful affairs – 'democracy theatre' according to one commentator – that give the illusion of self-determination. However, anyone who questions the system or why the same family has held a Grand Senate seat for six generations is likely to be detained for 'Undemocratic Tendencies', a misdemeanour usually addressed by mandatory re-education night classes, or the more serious 'Slander Against the Republic' that could result in a 10 (local) year prison term.

CABRANIDI

The twilight regions of Cabranidi are a sweltering jungle teeming with exotic life. From gliding predatory treegators, to infrared-seeing nightstalkers, to flesh-dissolving slimetulips, the wilderness of Cabranidi is best avoided. Incessant solar flares play havoc with electronics all around the planet. Yet for nearly four centuries the Cabranidi Corporation has operated a vast network of plantations to harvest crops that grow nowhere but in the complex soils and muds of Cabranidi.

Cabranidi is tidally locked to its red dwarf sun, sitting at the inner edge of the star's tiny habitable zone. Despite near daily flares that virtually boil the dayside seas, Cabranidi is almost entirely covered in life. The planet's dense atmosphere creates a permanent hurricane over the sunward pole and drives winds towards the nightside, dumping rains as the clouds cool above darkened mountains and hills. Oppressive humidity and thick clouds nourish and protect life from the nearby sun. For half the short 10-day year the night is not even completely black, as a distant even smaller red dwarf casts a feeble light over the dark side. Cabranidi is only inhabited because of the properties of three crops: the violetroot vine whose tiny berries provide an effective panacea drug, the snowplum fruit that acts as a mild stimulant and – more controversially – wickedweed, a hallucinogenic with both medical and illicit uses. Cabranidi life is at best marginally compatible with human biology. Although biological differences do not stop predators from attacking, they make processing crops into something human-consumable rather problematic. The Cabranidi Corporation uses ancient Vilani methods to treat the raw harvest and make it suitable for human use.

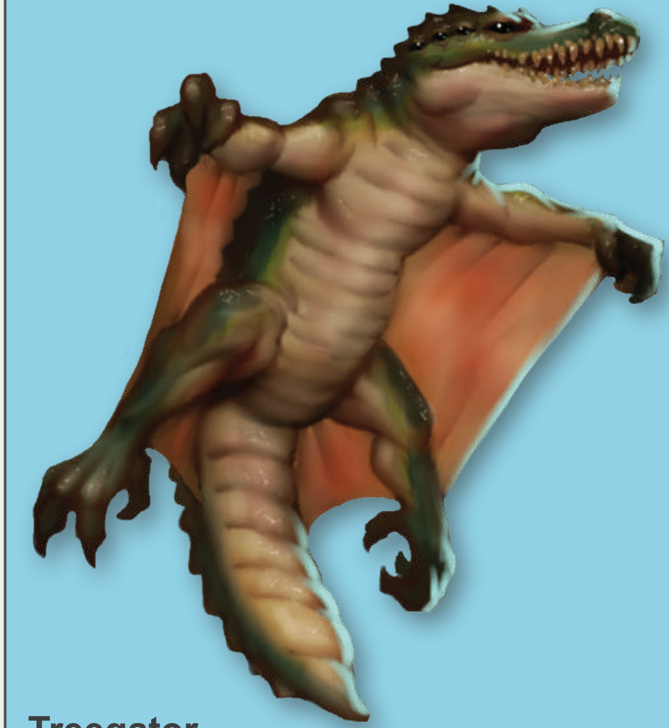
The Cabranidi Corporation was originally founded on Eufalag in 739 to harvest violetroot, although the first plantation quickly branched into wickedweed. Snowplum's properties were not discovered until 763 but it soon became the corporation's biggest cash crop. Despite high profit margins, the corporation struggled with high fixed costs as the planet and its sun conspired to destroy equipment, especially electronics. Over time, the expedient solution was to forgo advanced technology and employ low-tech manual labour to clear land, harvest crops and ready them for shipment.

A series of scandals rocked the Cabranidi Corporation in the 810s. One involved labour contracts offered to convicts in lieu of prison terms that amounted to indentured servitude. Another involved the addictive effects of both wickedweed and snowplum. Faced with legal challenges, the directors of the corporation

TREEGATOR

A treegator looks and acts like a cross between an alligator and a flying squirrel. Massing more than 300 kilograms, it is a clumsy glider at best but uses the claws on the ends of its feet and wing-arms to climb into the jungle canopy and cling to a thick branch, gliding down to strike a target below.

An attack begins with an airborne ram. If the attack roll succeeds and exceeds the target's END characteristic, the target is knocked down and pinned, allowing the treegator to bite, claw or grapple (pick any two each round) its victim. Treegators do not particularly like the taste of human flesh and will tend to stop biting after a successful bite but will continue to fight if attacked, although they may allow wounded prey to flee.

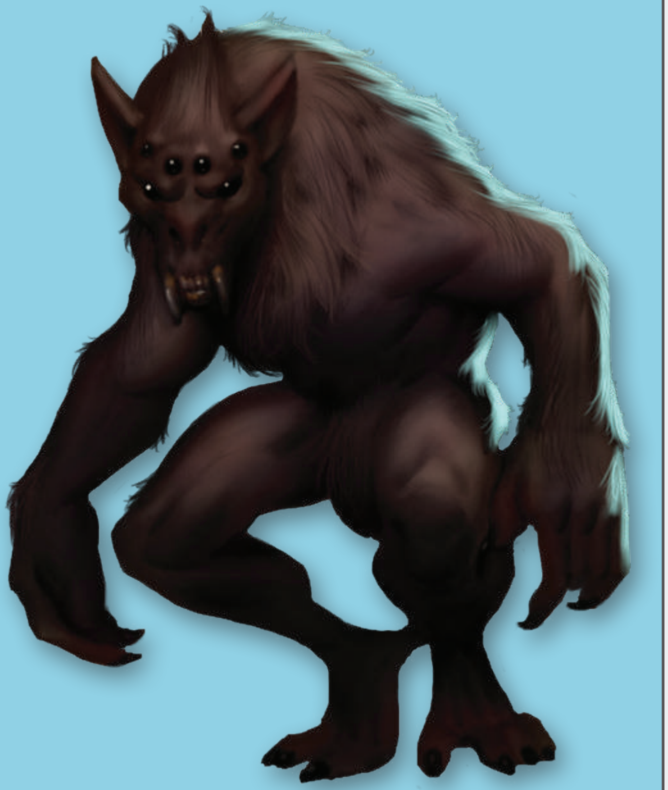


Treegator

Animal	Hits	Speed
Treegator	50	5m
Skills	Athletics (dexterity) 1, Melee (natural) 1, Recon 1, Stealth 1	
Attacks	Ram (3D), Bite (3D), Claw (2D)	
Traits	Armour (+2), Flyer (very slow), IR Vision, Large (+1)	
Behaviour	Pouncer, Carnivore	

NIGHTSTALKER

The nightstalker likes to kill. Humans provide little nutritional value to Cabranidi's creatures, but the nightstalker does not care. They live in the deep jungle, staking out a territory and patrolling it for intruders; anything in its territory needs to be killed. The best clue to the presence of a nearby nightstalker is a half-eaten corpse, abandoned because some more interesting prey has caught the nightstalker's interest or because the nightstalker was not hungry, just bored. A nightstalker's bite is acidic, doing necrotic damage to tissue if not treated.



NightStalker

Animal	Hits	Speed
Nightstalker	30	9m
Skills	Melee (natural) 2, Recon 2, Stealth 2	
Attacks	Bite (2D), Claws (3D)	
Traits	Armour (+1), Camouflaged, Fast Metabolism (+2), IR Vision, Poison (Difficult/1D/1 round)	
Behaviour	Killer, Carnivore	

acquiesced to a takeover bid by proxies for the government of Harmony. Although its business within the Kajaani Triumvirate had become limited to mostly violetroot, with only a few regulated government-controlled shipments of wickedweed and snowplum, the less-restrictive market to Harmony and the Diadem was opened up and labourers were initially replaced by convicts from Harmony.

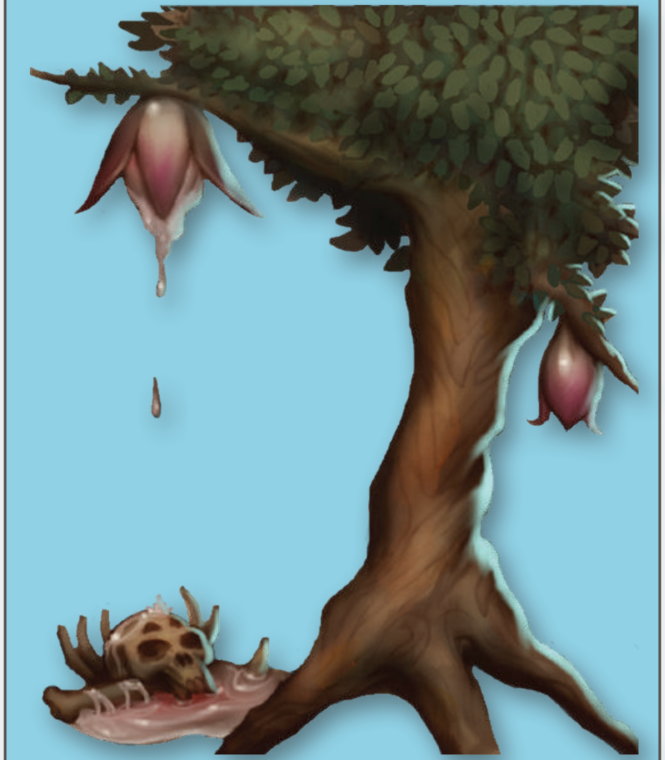
Cabranidi is a challenging world. The corporation controls all access to the planet, allowing only emergency landing by non-corporate ships. The harsh environment limits electronics and microbes eventually destroy equipment manufactured with plastics or carbon-based synthetics. Mechanical power from steam engines and windmills provides energy to plantations scattered along the twilight zone. Each plantation is surrounded by cleared land, with natural encroachment limited by controlled burns and hunting rifles. Despite the origins of many plantation workers as petty criminals, life on Cabranidi is relatively free. The corporation trusts its workers to do their jobs and stay out of trouble. Those who do not find themselves transferred to dormitories at the boundaries of cleared lands and nightstalker territories.

Direct convict labour ended a century ago and a stint on Cabranidi is now offered as a voluntary 'second chance' alternative to prison. For the past century income – once withheld and 'taxed' by the company store – has become fair and based on performance. Supervisors mostly come up from the ranks of workers, serving for years on Cabranidi before enjoying a comfortable retirement on Harmony or some more pleasant world.

The Cabranidi Corporation does not generally worry about illicit operations cutting into their profits. Anyone who attempts to set up a small operation somewhere in the twilight jungle is likely to be overrun by the planet's lifeforms within days. If not, a team from the nearest plantation's security detachment may help tilt the balance in the planet's favour.

SLIMETULIP

The slimetulip is a carnivorous plant that supplements its diet by dousing prey in a dissolving liquid and soaking up the resultant nutrients with its roots. The vines hanging from the branch of its body – a mimic of an ordinary Cabranidian jungle tree – are triggered by any creature of more than 50 kilograms that passes under it at walking or slower speed. The enzymes in its 'goo' will eat through flesh, plastic, anything with organic content. The slimetulip is why Cabranidi field workers wear broad conical stainless steel or aluminium hats.



Slimetulip

Animal	**Hits**	**Speed**
Slimetulip	48	0m
Skills	Stealth 0	
Attacks	Slime (2D/round unless doused with water)	
Traits	Camouflaged	
Behaviour	Siren, Carnivore	

COTINGA

Settled early as a stop on the jump-2 route to the sector's spinward regions, Cotinga is a difficult world, both physically and politically. Rocked by centuries of volcanic activity and civil war, the world is now home to bitter factional governments trading insults and atrocities across disputed borders.

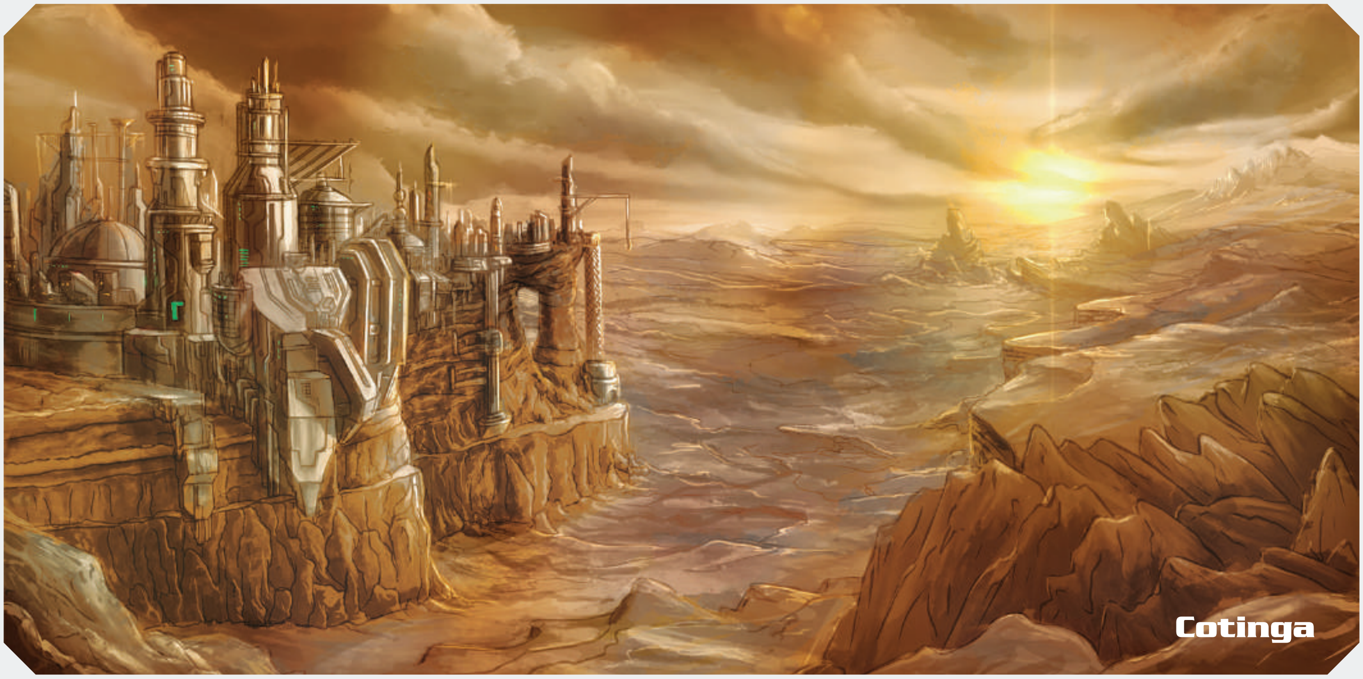
Cotinga's F6-type main sequence star is barely three billion years old. Its planets include two gas giants separated by a dense asteroid belt. These worlds are still evolving, with Cotinga just beginning to generate oxygen into its very thin dusty atmosphere. Cotinga is lopsided, its northern hemisphere covered in land and a deep ocean spanning its southern hemisphere. The shoreline of the ocean contains most of Cotinga's settled regions, a band of enclosed cities separating cliffs and rocky beaches from a drab grey and rust-coloured interior of arid badlands and deserts. The band of cities is hot, smells of ozone, salt and rotting vegetation, and is home to two billion people spread across six waring nations.

Its location and mineral reserves led to Cotinga's settlement in 634, although a small since-abandoned refuelling base at the outer gas giant preceded the habitable zone world's colonisation by at least two decades. Much like Pernikka several centuries earlier, most of Cotinga's earliest inhabitants were clones imported to work mines in mineral rich regions. These regions were also the most volcanic on the planet, leading to several disastrous mine collapses after earthquakes or eruptions. The loss of life and management's cavalier attitude towards clone fatalities led to the Clone Riots of 684 and 697 and the subsequent importation of equipment and skilled operators. In 705 the Kajaani Triumvirate's secession bankrupted the mining operation, leaving a world with more than a million mostly clone-descended residents to fend for themselves.

A Provisional Cotinga Authority kept the peace for more than two centuries but failing machinery and a growing population confined to barely habitable slums led to a new set of riots in the early 950s and the rise of the Free Clone Army (FCA), a rebel group whose attacks on wealthy enclaves brought a forceful response leading to full-scale civil war by 975. The conflict on Cotinga was essentially class warfare, with the clone-descended supporting the FCA and the artisan- and manager-descended supporting first the existing government order and then the more radical militias of the Cotinga Free Army (CFA) and the Army of the Cotinga Federation (ACF), a confusion of acronyms leaving outsiders puzzled, bemused or occasionally accidently supporting the wrong side.

Fighting in Cotinga's slums and mines continued for a century, intermittently pausing for ceasefires and failed peace negotiations. The factions eventually sorted themselves, gaining control over specific cities and retreating to their strongholds. By 1074, Harmony was able to sponsor a peace conference, providing support for a rebuilt highport and peacekeepers on the ground to untangle with warring parties and help establish four nations: the Free Clone Nation (FCN), the Free Cotinga Assembly (FCA), the Federation of Cotingan States (FCS) and the Federal Cities of Cotinga (FCC). Outsiders are still confused.

Since the Harmony Conference of 1074, the Harmony government has completed the United Cotinga Highport and withdrawn its peacekeepers. The FCN is at war with the FCS, which has a border dispute in arbitration with the FCC, which is at war with the FCA. Outsiders visit the highport and move on, letting the locals sort out their own differences in the decaying cities on the shores of the vast Southern Ocean.



Cotinga

HARMONY

'Harmony isn't.' That quip by a Kajaani diplomat nearly led to a trade embargo with the potential of crippling the Triumvirate's trade with the rest of the sector. In truth, the remark is both true and false. Harmony itself is a peaceful world and its people have great confidence in the nobles who run the society and appoint the Hegemon but despite being the centre of trade routes throughout the subsector, it does not pursue a harmonious foreign policy. By encouraging rebellions and wars on both Cotinga and Erzurum, overtly controlling New Harmony, and effectively controlling Cabranidi, Harmony exerts control over any alternate routes through the subsector.

Harmony itself is an unremarkable world, a tidally locked rockball in orbit around a red dwarf star. Its polar and nightside ice caps made it an alternative to refuelling at the system's three distant gas giants. Significant mineral deposits and continuing volcanic activity on the young world provided a jump-start to local industry.

It was first settled as an advanced base and refuelling station in 609, during the earliest stages of the Great Pulse. Originally named Twilight, the world benefited from the system's central location. As exploration and colonisation ships headed further to spinward and coreward, Twilight expanded its services to complete a Class C repair facility and developed industry to provide supplies and materials to ships travelling beyond civilisation's edge.

Conflict between these new industrialists and the established starport authority threatened the prosperity of the growing settlement and led to the signing of the Harmony Compact in 700. The Compact renamed the world and enshrined community leaders as noble electors with the authority to appoint a Hegemon as the executive authority of the new government. Power on Harmony rests with the electors, a hereditary position as leader of an Electoral House originally tied to an industry or service, although intermarriage, business dealings and compromises have completely blurred the original foci of the houses. The Hegemon is an elected position but although requiring a two-thirds vote by the electors to gain, it requires only a majority no-confidence vote to lose. Often, the Hegemon's position sits vacant as electors feud. The Hegemon is the head of the unitary Harmony Defence Force (HDF) and various ministries of government but the ministries themselves are normally headed by various electors and the HDF is a professional force whose oath of service is to the Compact, not the Hegemon. The continued popularity of the electors is likely due more to services provided to the people from revenue generated by tariffs and fees extracted from commercial traffic passing through the system than from any charismatic leadership.

In 807, Harmony 'rescued' the neighbouring faltering colony on Calabrese and renamed the world New Harmony, not only gaining control of an agricultural world but also of one of two jump-3 routes to the Altarean Confederation through Lithopaga. A little more than a decade later, Harmony's Ministry of Commerce acquired proxy control of the Cabranidi Corporation, the operator of the plantations on the world of the same name whose system is the other jump-3 link to Lithopaga.

Trade with the Murians was never as lucrative as the higher volume traffic passing from the Triumvirate to the Diadem Main. The jump-2 route to the Diadem had no alternative but to travel through Harmony, although jump-3 vessels could proceed directly from Cotinga to Erzurum, bypassing Harmony and its fees altogether.

Rather than attempting to control these two systems directly, Harmony's strategy has been to control and channel traffic. On Cotinga, Harmony encouraged or covertly supported various factions in its 100-year civil war and continues to support various nations in ongoing border wars. The Ministry of Commerce owns a significant share of United Cotinga Highport, the neutral starport in orbit around the war-torn world. At Erzurum, the situation is more perilous for transiting ships; corsairs roam the gas giant and no highport exists. Three of the seven nations of Erzurum operate downports but one or more is often inoperable or threatened with attack from a neighbouring nation. For the jump-2 ships that must travel through Erzurum, the HDF offers a convoy escort service – for a considerable fee.

Neither the Kajaani Triumvirate nor the Diadem Trade League are pleased by Harmony's actions and policies. Harmony keeps its fees and tariffs high, although not high enough to encourage a military reaction. The HDF is not the most modern fighting force but is more than capable of defending Harmony and projecting power within two or three parsecs of its home system. Merchants can either pay Harmony's fees or risk wilderness refuelling at Cotinga and Erzurum. Harmony's accountants and provocateurs conspire to help them make the safe choice.

KAJAANI

Most of the systems of the Kajaani subsector were settled from the Corellan League and remained members thereof until the decades prior to the Federalist movement. Fearing a more centralised League, they chose to secede and form their own union, one that turned out to be more centralised than the League ever strove to be.

Kajaani consists of 16 systems and nearly five billion inhabitants. All but three systems are part of the Kajaani Triumvirate. Only one of the remaining three is settled, the distant world of Kadri, with less than 100,000 residents. One of the uninhabited systems, Joshi, is claimed by the Eslyat Magistracy, a contention the Triumvirate challenges.

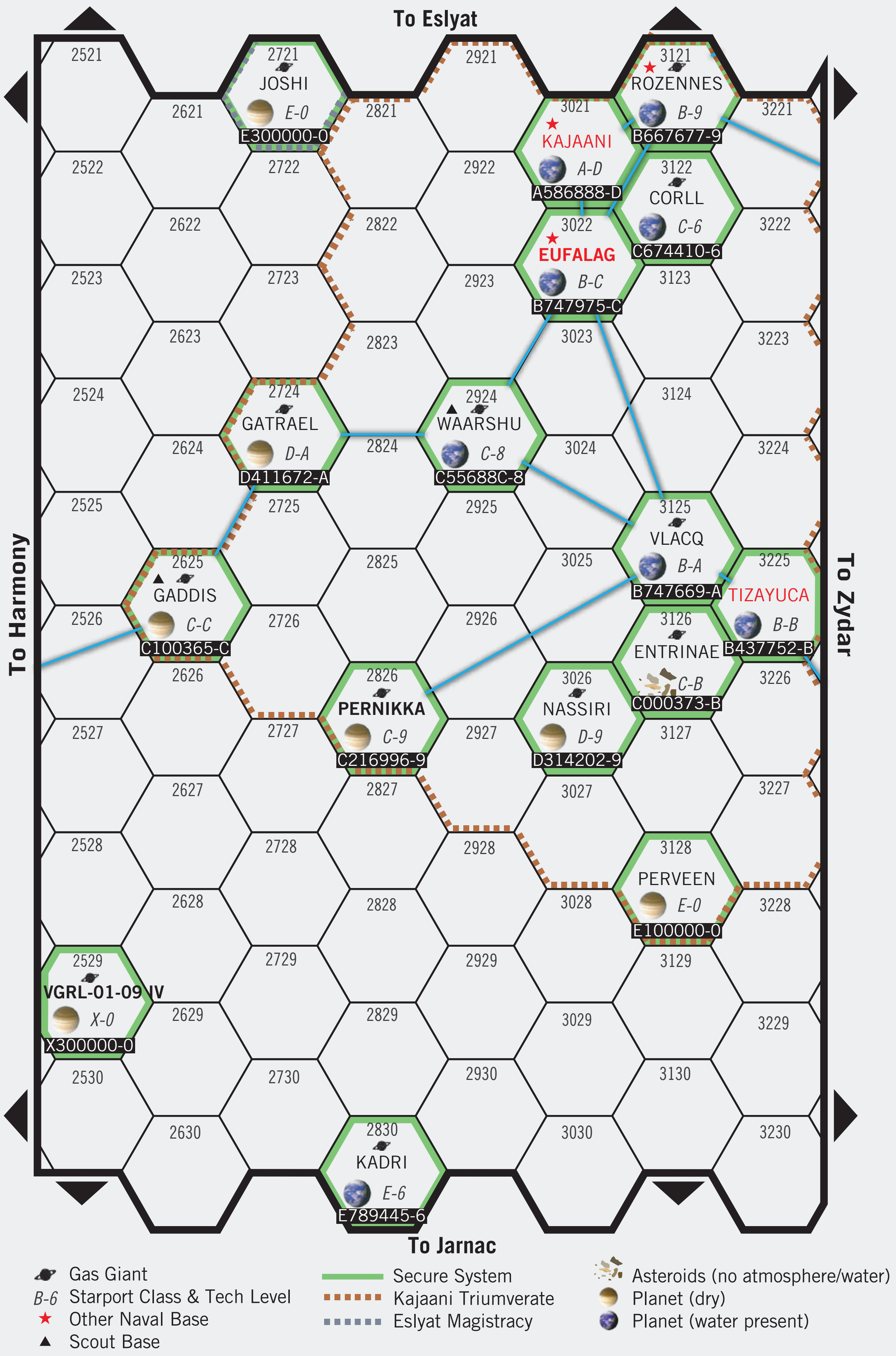
The three major worlds of the Triumvirate, Kajaani, Eufalag and Tizayuca, form the core of the Triumvirate, although the struggling industrial moon of Pernikka actually accounts for more than half of the Triumvirate's population. Since the rise of the Eslyat Magistracy, the Triumvirate has become the only reliable link in what trade and communications exist between The Beyond and further spinward subsectors of the Vanguard Reaches.

EUFALAG

The settlers of Eufalag were groups hoping to escape powerful interests centred on worlds such as Corella, Lyheric and Valhalla. The planet is a decentralised world of more than a dozen disparate city-states who – ironically – initially jealously maintained cultures reminiscent of their ancestral homelands. Regardless, every regional government agrees upon the basic rights of all of the world's citizens and ensures that no one group has undue influence on others. In recent centuries, greater communication and cross-settlement between city-states has led to the emergence of a fusion 'Eufie' culture but political union between the billion people of the Fourteen Cities seems a distant possibility.

In a tidally locked 15-day orbit around its red dwarf sun, Eufalag is only habitable in its twilight zone. This zone is unusually broad, as libration and axial tilt cause the sun to do an annual lopsided 'infinity loop' near the sunward horizon. Much of the twilight zone is sea, marshy or lake-like terrain, lowlands inundated by runoff from nightside glaciers. The air is essentially breathable but sulphurous smells of local organisms are unpleasant to those not acclimated and dust storms

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Corll	3122		C674410-6	Ni		Kajaani Triumvirate	G
Etrinae	3126		C000373-B	As Lo Va		Kajaani Triumvirate	G
Eufalag	3022	N	B747975-C	Hi Ht In		Kajaani Triumvirate	
Gaddis	2625	S	C100365-C	Ht Lo Va		Kajaani Triumvirate	G
Gatrael	2724		D411672-A	Ic Na Ni		Kajaani Triumvirate	G
Joshi	2721		E300000-0	Ba Va		Eslyat Magistracy	G
Kadri	2830		E789445-6	Ni			G
Kajaani	3021	N	A586888-D	Ht Ri		Kajaani Triumvirate	
Nassiri	3026		D314202-9	Ic Lo		Kajaani Triumvirate	G
Pernikka	2826		C216996-9	Hi Ic In		Kajaani Triumvirate	G
Perveen	3128		E100000-0	Ba Va		Kajaani Triumvirate	
Rozennes	3121	N	B667677-9	Ag Ga Ni Ri		Kajaani Triumvirate	G
Tizayuca	3225		B437752-B			Kajaani Triumvirate	
VGRL-01-09 IV	2529		X300000-0	Ba Va			G
Vlacq	3125		B747669-A	Ag Ni		Kajaani Triumvirate	G
Waarshu	2924	S	C55688C-8			Kajaani Triumvirate	G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2721 JOSHI E-0 E300000-0
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3021 KAJAANI A-D A586888-D
3022 EUFALAG B-C B747975-C
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3026 NASSIRI D-9 D314202-9
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3121 ROZENNES B-9 B667677-9
3122 CORLL C-6 C674410-6
3123
3124
3125 VLACQ B-A B747669-A
3126 ENTRINAE C-B C000373-B
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3128 PERVEEN E-0 E100000-0
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3225 TIZAYUCA B-B B437752-B
3226
3227
3228
3229
3230
Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
▲ Scout Base
Secure System
Kajaani Triumverate
Eslyat Magistracy
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)

from dayside deserts occasionally turn the sky red. Most of the nightside is covered in glaciers. The lakes and small seas of the twilight zone extend onto the dayside before evaporating into burning deserts whose sands blow back towards the twilight zone on the same steady winds that bring rains to a jade-coloured sky.

Eufalag was not settled until -220. It lacks great mineral reserves and its star system comprises a total of 10 rockball worlds and an asteroid belt of no extraordinary wealth. As a political and economic refuge for citizens of various Corellan League worlds, it enjoyed rather heavy immigration in its first years. The combination of different cultures, although separated by many kilometres of swamp and sea, led to a strong economy for the world as a whole. In 705 Eufalag's city state nations readily concurred with Kajaani's proposal to seceded from the Corellan League and the Fourteen Cities agreed to a process to elect a Consul for all of Eufalag to represent the world in the Executive Triumvirate.

Modern Eufalag culture is beginning to blend into a more coherent form as emigres from various city states relocate and set up communities within each other. The emerging blended culture represents many of the traditions of the Corellan League worlds but with a 'Eufie Twist'. The addition of immigrants from Cotinga, Harmony and even Durnal add to the mix, making Eufalag's emerging global culture eclectic and unique.

KAJAANI

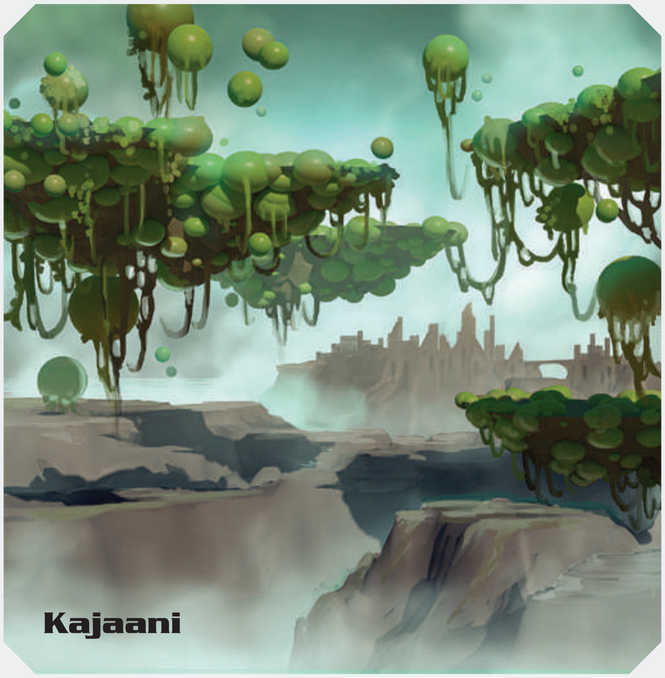
Capital of the Kajaani Triumvirate, Kajaani is the oldest settled world in the subsector. The wealthy, habitable world is home to 800 million people and is as technologically advanced as any system within the Vanguard Reaches or The Beyond. Its people are known as aggressive traders who conspicuously show their wealth, traits bringing them as much disdain as admiration.

Binary stars and nine planets comprise the Kajaani system. The brighter of the two type-K stars hosts six rocky worlds, of which Kajaani is the outermost and largest. The dimmer component hosts three rockballs and orbits in an eccentric 205-year loop bringing it as close as 1.5 billion kilometres to the larger star. Kajaani is an aging world and tectonic activity has essentially stopped, freezing its supercontinent breakup in place for the past 50 million years. Low gravity and high atmospheric density give rise to a number of airborne lifeforms including the famous floating forests of ru'ua, photosynthesising blimp-like flora with hundreds of balloon-tipped branches on their sides and tendrils sweeping towards the ground. A variety of parasitic or mutualistic flora and fauna inhabit these ru'ua. Some ru'ua species span more than 200 metres in diameter, constrained in size only by the force of heavy storms.

Much of Kajaani's surface is semi-arid, with deserts and eroded badlands dominating the continents' interiors. Few steep mountain ranges remain but large areas of rugged ridgelines and broad valleys filled with life dominate the geography near the oceans and strait. With the population concentrating in urban centres filled with towering arcologies, most of Kajaani's land area remains in its natural state.

Kajaani's earliest settlers arrived in -884. These 400 colonists divided the world, claiming large tracts of land for themselves and their heirs. Neither the colonisation of the world nor the assignment of property was sanctioned by any member of the Corellan League and many of the original colonists returned to their homeworlds, leaving their neighbours to enforce property claims in their absence. When a sanctioned colonisation mission from Dorstyal arrived seven years later, it ignored the pre-existing claims and the 80 caretaker settlers, setting off a 20 year sporadic struggle for ownership of the world, fought as much in League courtrooms as the valleys and fields of Kajaani. The final settlement finally occurred in -854 with an arbitration in which ownership of the land transferred to the Kajaani Trust, an organisation that still runs the planet. The 'Original 400' received an inheritable annuity. Descendants of these Originals remain the wealthiest people on Kajaani, although only 47 of the bloodlines still reside on Kajaani. Of the rest, some have died out, a few lost their rights through maleficence or more serious felonies but most live on distant League worlds and received a one-time payment when Kajaani seceded from the League four centuries ago.

Since the founding of the Triumvirate in 705, Kajaani has been the seat of the Executive Triumvirate, its senate and its supreme court. Although Kajaani, Eufalag and Tizayuca are technical co-equal rulers of the state, Kajaani is more equal than the others and its citizens are not shy about asserting this contention. Kajaani culture is focused on competition, whether in finance, sports, culture or entertainment and ostentatious clothing, expensive gadgets and extravagant gestures are common. The architecture of Kajaani reflects this well, with cities sprouting multi-kilometre-high spires beset with ornate balconies, fractal sub-spires and holographic skins.



Kajaani is a tourist destination for the wealthy from the Corellan League and from as far away as the Diadem Main and the Monarchy of Lod. The prices are commensurate with the ostentatiousness but a visitor can take home many memories and expensive souvenirs to impress friends and rivals. Kajaani has a strict visa policy, limiting visits to 180 standard days and tough citizenship requirements, granting permanent status only to those who would be capable of showing up their new neighbours.

PERNIKKA

The world of Pernikka is a cold desolate moon of a gas giant. Its residents are mostly the descendants of clones and do not feel they get the respect they deserve from the rest of the Triumvirate, yet they labour on, determined to make their world a liveable place.

The system consists of 17 planets circling a pair of K-type stars who orbit so close they regularly exchange material. Pernikka is the second largest moon of the innermost of five gas giants. Located considerably beyond the habitable zone, Pernikka is so cold that most of the carbon dioxide in its trace argon atmosphere falls as snow to grow the polar cap of whichever hemisphere is in winter. Most of Pernikka's crust is water ice, with some liquid water sandwiched between the ice crust and rock mantle.

A billion years ago, Pernikka was in orbital resonance with the gas giant's largest moon. This caused tidal stress which drove volcanism delivering vast beds of corundum minerals and diamonds to the surface. The resonance is now lost and Pernikka's crust has become inert. Pernikka has rich beds of rubies, sapphires, diamond and smaller concentrations of other minerals, including the unique orange pernikka gems but mining operations from such a remote system were only marginally profitable under the best circumstances.

In -215, Dorstyal-based Itahll Industrial Consortium set up mining operations on Pernikka. Rather than import robotic machinery or workers to the edge of settled space, Itahll built clone factories on site to provide the bulk of the labour force. For three centuries, the clones and their descendants – the cloning vats wore out and the clones were left fertile as a low-tech solution to renew the labour resource – worked the mines as essentially slave labour. When an exposé in a Kajaani journal revealed the 'retirement package' promised every Pernikka worker was essentially euthanasia, the workers of Pernikka revolted. They seized control of their world in 108, expelled most of the managers and technicians, and established the Pernikka Collective. Not until 142 was the Collective willing to accept Corellan League membership in return for much-needed machinery and a financial settlement that left the Itahll Industrial Consortium bankrupt.

Pernikka hardly prospered but it survived as an independent League world for centuries. After the formation of the Triumvirate, Pernikka retained League membership until 732, when a plebiscite narrowly voted to join the Triumvirate rather than submit to the League's new Federal Constitution. Many Pernikkans regretted the vote, believing that they became second-class members of the Triumvirate and would have done better to sit out the short Federalist period and retain League status.

In 939 Pernikka seceded from the Triumvirate after failing to achieve coequal status after more than 30 years of negotiation. The world opted for full independence as any renewed connection to the League would require transiting Triumvirate systems. The rest of the Triumvirate did not directly oppose the secession; they just imposed crippling tariffs on Pernikka.

Within two years the strain of economic collapse and rationing brought civil war to Pernikka. By 945, nearly 20 million people had died, mostly from starvation-related causes but more than two million from direct conflict or collateral depressurisation. The warring parties finally agreed to arbitration by League negotiators, which resulted in Pernikka re-joining the Triumvirate with the same second-class status it had earlier rejected.

The civil war left Pernikka impoverished and many of its three billion inhabitants embittered. The Provision Resource Allocation Council (PRAC) is still the effective government of Pernikka and rationing continues. Most of Pernikka's people would probably emigrate if they could afford to do so but centuries of living in a 0.18G environment and the initial genetic engineering of the clone template to adapt to low gravity allows few options to those who can afford to leave – even small Tizayuca has more than twice the gravity of Pernikka.

Despite their generally grim lives on a decaying grey world, Pernikkans are mostly friendly to outsiders, even those from the primary Triumvirate worlds. This is partially because Travellers bring in hard cash and also because overt hostility has not solved anything. Pernikkans seem easy-going, if a bit resigned, but one thing guaranteed to bring an angry response from a Pernikkan is to suggest their clone ancestry has made them compliant.

TIZAYUCA

Settled by self-described malcontents from Lyheric in -47, Tizayuca has grown to be the wealthiest per capita world in the Kajaani Triumvirate, with an economic output from its 70 million people exceeding that of the three billion on Pernikka. Tizayuca prides itself as the most liberal world in the Triumvirate. Although its citizens have no direct input in selection of their leaders, the government returns the favour by rarely interfering in their citizen's activities. It does not even directly tax its people.

Tizayuca is a small world, barely able to hold on to its thinning atmosphere, and is the sixth world of its K6-type star. Even with a diameter of only 6,000 kilometres it is the system's largest planet. The system is very metal poor, although Tizayuca has a molten iron core that provides a magnetic field to protect the world from its occasionally unruly sun. The lowland regions of Tizayuca's major continent are best described as 'almost breathable' with significant adaptation but even most permanent residents choose to wear compressor masks, use supplemental oxygen or accept cybernetic implants that allow more efficient absorption of oxygen into the lungs.

Native life on Tizayuca is not advanced, with the lowlands mostly covered in native grasses and small creatures that feed upon them. Few steep mountains remain but nearly the entire continent of Sierra is an upland with an average altitude of 5,000 metres above sea level. Tizayuca's low gravity lessens the effects of altitude on atmospheric density and temperature gradients but most of Sierra remains uninhabited and will cause hypoxia in all but the hardiest individuals. The majority of the Tizayucan live on the continent of Hidalgo, mostly within the broad Silver River basin that serves as a breadbasket for the world. Nearby mountains and forests seeded with imported flora provide opportunities for recreation, although nights get cold quickly in the thin air.

The first group of colonists on Tizayuca were members of a movement to unionise some of the Lyheric's Consortia businesses. In its own words, the Tizayuca Movement was not anti-business but anti-plutocrat, calling for more equitable distribution of economic gains. This did not endear them to the Great Houses and Consortia rulers of Lyheric and when offered a chance to build a new world according to their principles and enough equipment to make the dream viable, most members saw it as a better outcome than imprisonment on civil disorder charges.

The Tizayuca Movement set out to build a society based on the assumption that principles of fairness did not conflict with profitability, especially if business processes stay transparent. They did not empower labour through unionising but through profit sharing. They did not tax individuals but corporations, mostly through value added taxes that avoided complex accounting tricks to hide profits. The experiment proved mostly successful, although within a century, monopolies formed across most business sectors of the small economy. The Tizayuca solution was to have the different businesses monitor each other while employees and citizens monitored the businesses. It did not break up the monopolies but prevented most of their detrimental effects. The main concern of the Tizayuca Movement Board, which acted as the world's government, was the effects of external entities – Consortia from the rest of the League – disturbing the balance of the local economy. For that reason, Tizayuca strongly objected to the pro-Consortia language in the League's proposed Federal Constitution and Tizayuca became one of the most vocal critics against the movement. Tizayucan leadership championed the creation of the Kajaani Triumvirate and despite the world's smaller population, this earned them a seat at the main table.

One of the first things a Traveller to Tizayuca will notice are the high prices. Tizayucan quality is generally good but not that good and items are certainly not the most state-of-the-art available in the Triumvirate. As part of the founding documents – the Triumvirate avoids the word 'Constitution' – of the Kajaani Triumvirate, Tizayuca maintains control of its economy, placing barriers it creatively does not call tariffs on offworld goods. The Consortia of the Corellan League consider this proof of the weakness of Tizayuca economics; the Tizayuca consider it a tax on those who do not play fair.

HELIX

Helix is a rift subsector consisting of only four systems and is best known for the presence of the Helix planetary nebula expanding around a recently dead star.

Isolated by the Helix Rift, the subsector is accessible mainly through a long chain of sparsely settled systems in the neighbouring Fulani sector. Only two systems in Helix are settled, Iadrdeibr, the site of a Zhodani exploration base, and Whekau, a poor mostly desert world in a quadruple star system. Between those two systems, the entire subsector has a population of only 6.5 million inhabitants, mostly humans of Zhodani extraction.

The best approach route to the nebula runs through the brown dwarf system of Melvina, a dark cold world that might not have been mapped but for its position. The Helix Nebula itself, centred on a bright new white dwarf, is devoid of large planetary-sized objects but littered with asteroids and dwarf planet remnants of the dead star's former retinue of worlds. Melvina's brown dwarf is believed to be an escaped member of the Helix system, cast adrift when the dying star began to shed mass and lose grip on its planetary system. Other rogue worlds likely exist in the vicinity of nebula but, if discovered, their locations are not present on public charts produced by Zhodani or Imperial authorities.

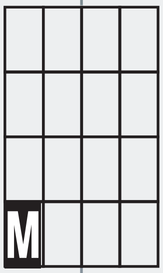
WHEKAU

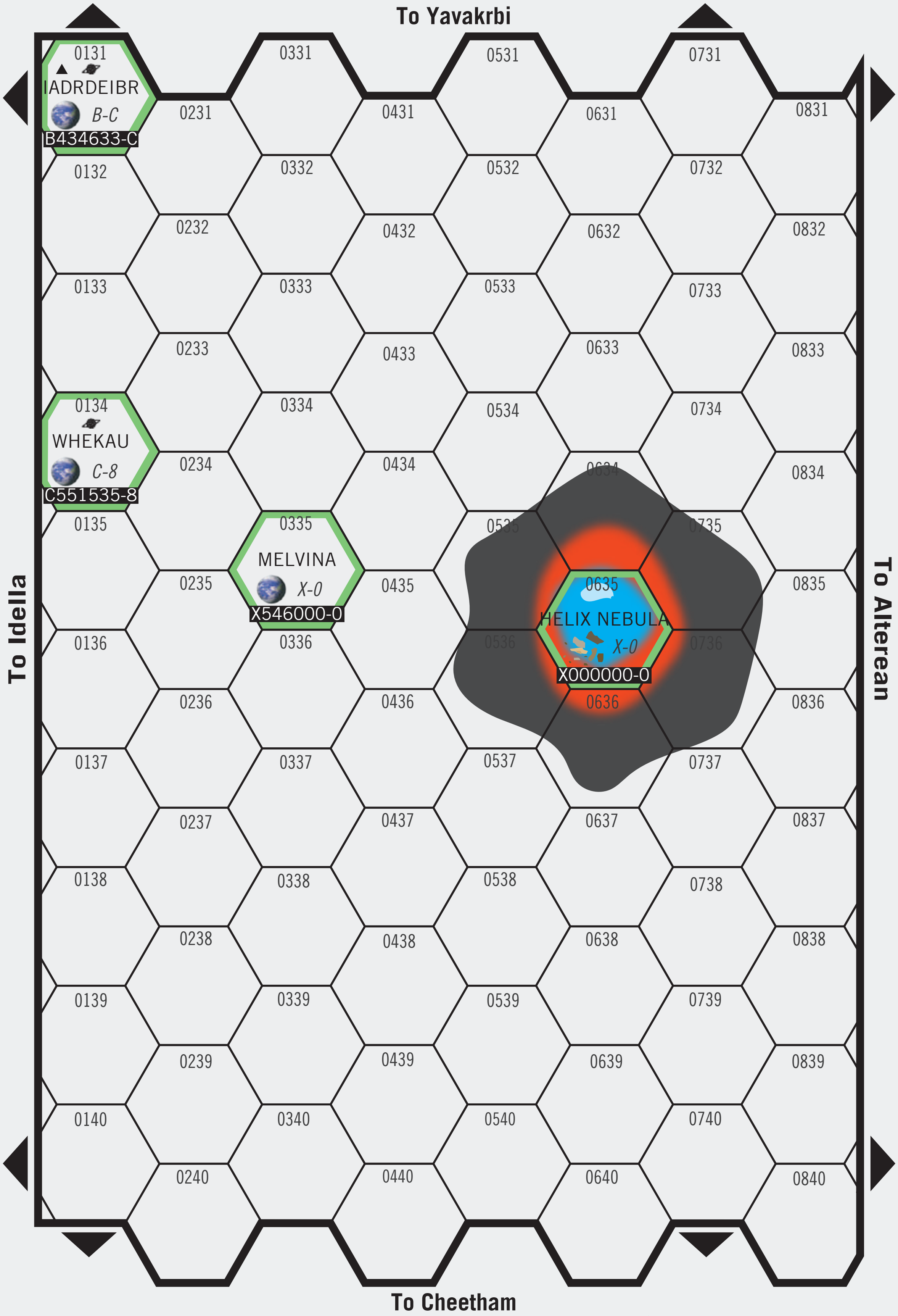
The nearest inhabited world to the Helix Nebula, Whekau is a marginal mostly desert world orbiting the largest member of a quadruple star system. Despite its settlement by a band of human and Vargr corsairs, it has evolved into a well-ordered if not particularly rich society generally friendly to the few outsiders who venture to an isolated system at the borders of the Helix and Idella Rifts.

The Whekau system consists of four stars including a mismatched pair of closely orbiting yellow and red dwarf stars. The pair are separated by one to three billion kilometres from Whekau's primary, a yellow G8-type star only slightly more massive than the larger component of the close binary. These three stars are in turn orbited by a distant red dwarf, a red speck in a 10,000-year orbit. Whekau sits uncomfortably close to the inner edge of its star's habitable zone. Most of its surface water and some of its atmosphere have been stripped away by billions of years of solar wind. Deserts and salt flats dominate most of the world's surface with only a few small seas near the poles, although some deep aquifers remain to feed oases further towards the equator. For a third of the 60-year Grand Orbit, the nearby binary stars dominate the night sky, drowning out the diffuse light of the Helix Nebula but for at least some hours of night during the remaining 40 years, the vast nebula spans 60° of the night sky during half the local year of 282 standard or 309 local days, its reds and blues providing an unequalled spectacle sometimes complemented by the dancing greens and pinks of Whekau's aurorae. The distant fourth star currently resides nearly opposite the nebula in Whekau's sky.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Helix Nebula	0635		X000000-0	As Ba Va			
Iadrdeibr	0131	S	B434633-C	Ht Ni		Zhodani Client State	G
Melvina	0335		X546000-0	Ba			
Whekau	0134		C551535-8	Ni Po			G

HELIX SUBSECTOR




To Yavakrbi
To Idella
To Alterean
To Cheetham
0131
▲
IADRDEIBR
B-C
B434633-C
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0134
WHEKAU
C-8
C551535-8
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MELVINA
X-0
X546000-0
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HELIX NEBULA
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Gas Giant
B-6 Starport Class & Tech Level
🟩 Secure System
▲ Scout Base
Asteroids (no atmosphere/water)
● Planet (dry)
● Planet (water present)

First visited by the Zhodani Helix Nebula Expedition in approximately -2000 and then 900 years later by the Great Rift Expedition, Whekau remained uninhabited until the arrival of a fleet of three makeshift corsairs in 715. The ships carried 50 members of a mixed human and Vargr crew and 70 prisoners from raids further coreward. They planned to stay only for as long as it took to repair and resupply. However, damage to their largest ship, *Whekau Ukazknou*, forced them to reconsider. Creating a small base camp and using their prisoners as slave labour, the crews of the remaining two ships continued to raid isolated colony worlds for another five years, bringing back more loot and prisoners until the ships were ambushed and destroyed by Zhodani forces at Idella. For the next 40 years the small settlement at Whekau survived in isolation, its pirate leaders evolving into feudal rulers of a small community.

Most of the original generation of pirates and prisoners had died before a Zhodani exploratory ship recontacted Whekau in 760 and nearly all the 300 descendants of pirate and prisoner alike decided to stay on Whekau, forming the nucleus of a community that would slowly spread across the habitable pockets of the northern polar basin. A trader, *Lost Child*, visited in 789 and with its crew promised land grants and local titles, the ship spent the next two decades maintaining a tenuous link with scattered Fulani settlements to bring trade, technology and even a few immigrants to the isolated world.

Whekau lacks a highport but its downport is capable of basic services and repairs, able to support the few ships that visit every year. Despite its origin, Whekau is a generally peaceful and well-ordered society, with members of the local feudal hierarchy as likely to have prisoner as pirate ancestry. The exception to this mix is the 90,000 strong Vargr population, all descended from 18 pirates. While peripheral members of human noble families usually absorb into general society after a few generations, the Vargr are clearly marked as descendants of the original rulers of Whekau. Despite a prevalence of detrimental traits exacerbated by centuries of inbreeding, Vargr petty nobles remain in charge of many local government departments and small businesses. By tradition, the professional police of the downport and associated startown is all Vargr, as are many of the law enforcers of more rural regions. Visitors sometimes find it odd that Vargr are not only responsible for almost all law enforcement on Whekau but also a symbol of law and order on the planet. The local Vargr do not find this incredulity amusing.

MELVINA

The nearest system to the Helix Nebula is that of the brown dwarf Melvina. If not for its history as the access point to the nebula it might not register on any chart but it has served as the final staging area for exploration of the nebula for more than 3,000 years.

As the fourth satellite of the brown dwarf that shares its name, Melvina is a cold world, its oceans mostly frozen and atmosphere barely breathable. Melvina (the brown dwarf) is a rogue, once part of the Helix system but cast asunder as the star lost mass during its final days as a red giant star.

While it was still the satellite of a brown dwarf in orbit around the red giant star that became the Helix Nebula, Melvina (the world) heated for a second time, restoring the warm world as it had been during the brown dwarf's youth when gravitational contraction heated the failed star to nearly stellar temperatures. During this second period of warmth Melvina's primitive life flourished, developing into multi-cellular organisms that swam its oceans and crawled on its continents.

Then, perhaps a half million years ago, the star lost its grip on the brown dwarf and set it adrift. The world cooled, heated only by aging fires within the brown dwarf. What few multi-cellular organisms survived the freezing evolved to dwell beneath the ice as the sky darkened and the system passed beyond the curtains of gas lit by the dying star. Only the brown dwarf-facing dayside remains marginally habitable. The nightside is frozen solid.

The system's vector away from Helix implies that its ejection involved gravitational interactions with at least one other body, likely another brown dwarf or large gas giant floating somewhere in space beyond or perhaps still within the nebula. Notes from the Zhodani Helix Nebula Expedition make this clear, although the results of further investigations are lost in the redacted files of the 3,000 year old expedition.

The ruins of the base camp, ice mine and fuel refinery established by the expedition are still detectable on the surface, as are newer modular buildings and equipment set up by the Great Rift Expedition 900 years later. More recent expeditions have used the site to collect fuel for the three parsec jump to the core of the nebula, leaving detritus behind and often raiding older sites for equipment or salvageable raw materials. From Melvina's surface, the nebula is visible even from the dayside, spanning half the sky and illuminating the nightside with ghostly light.

ALTAREAN

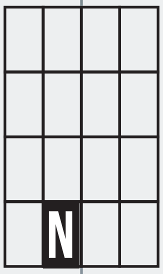
Facing low star density regions to spinward and rimward, the Altarean subsector is listed on old Corellan charts as the ‘Edge of Stars’. The subsector contains Arcturus, the homeworld of the Murians and encompasses the bulk of the Altarean Confederation. Of 22 systems and more than 9.1 billion inhabitants, all but about one million sophonts in two systems are Murians. Fourteen worlds are part of the Altarean Main and administered or claimed by the Altarean Confederation, which also controls five of the remaining worlds in the subsector.

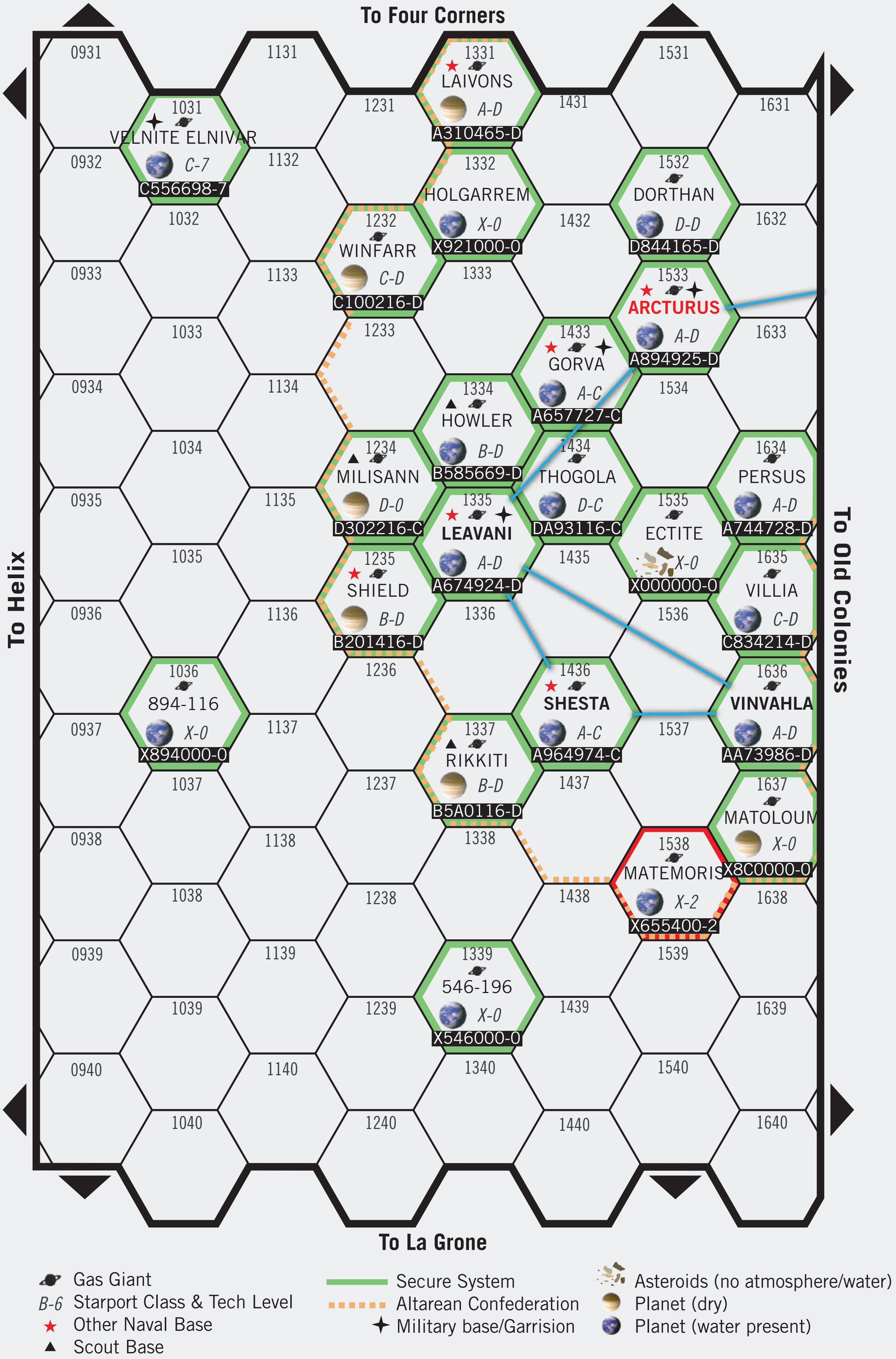
In addition to Arcturus, the subsector is home to three of the five sublight colonies established by the Murians between -500 and 100. Leavani, Shesta and Vinvahla developed independently for centuries with only time lagged communications with Arcturus but have been integrated with greater Murian culture for the past 900 years.

With jump drive technology reverse engineered after contact with Corellan League traders, Murian worlds gained fast communications, which enabled the formation of the Altarean Confederation in 205. Afterwards the Murians expanded to occupy, claim or protect the worlds of the Altarean Main and nearby systems but still true to its old name, this distant region lies at the end of trade routes from human space, isolated by rifts and facing the ghostly Helix Nebula to spinward.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
546-196	1339		X546000-0	Ba			G
894-116	1036		X894000-0	Ba			G
Arcturus	1533	M N	A894925-D	Hi Ht In		Altarean Confederation	G
Dorthan	1532		D844165-D	Ht Lo		Altarean Confederation	G
Ectite	1535		X000000-0	As Ba Va		Altarean Confederation	G
Gorva	1433	M N	A657727-C	Ag Ga Ht		Altarean Confederation	G
Holgarrem	1332		X921000-0	Ba Po		Altarean Confederation	
Howler	1334	S	B585669-D	Ag Ht Ni Ri		Altarean Confederation	G
Laivons	1331	N	A310465-D	Ht Ni		Altarean Confederation	G
Leavani	1335	M N	A674924-D	Hi Ht In		Altarean Confederation	G
Matemoris	1538		X655400-2	Ga Lt Ni	R	Altarean Confederation	G
Matoloum	1637		X8C0000-0	Ba De		Altarean Confederation	G
Milisann	1234	S	D302216-C	Ht Ic Lo Va		Altarean Confederation	G
Persus	1634		A744728-D	Ag Ht		Altarean Confederation	G
Rikkiti	1337	S	B5A0116-D	De Ht Lo		Altarean Confederation	G
Shesta	1436	N	A964974-C	Hi Ht		Altarean Confederation	G
Shield	1235	N	B201416-D	Ht Ic Ni Va		Altarean Confederation	G
Thogola	1434		DA93116-C	Ht Lo		Altarean Confederation	G
Velnite Elnivar	1031	M	C556698-7	Ag Ni			G
Villia	1635		C834214-D	Ht Lo		Altarean Confederation	G
Vinvahla	1636		AA73986-D	Hi Ht In		Altarean Confederation	G
Winfarr	1232		C100216-D	Ht Lo Va		Altarean Confederation	G

ALTAREAN SUBSECTOR




To Four Corners
To Helix
To Old Colonies
To La Grone
0931
0932
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VELNITE ELNIVAR
C-7
C556698-7
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1033
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894-116
X-0
X894000-0
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WINFARR
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C100216-D
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1234
MILISANN
D-0
D302216-C
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LAIVONS
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A310465-D
1332
HOLGARREM
X-0
X921000-0
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HOWLER
B-D
B585669-D
1335
LEAVANI
A-D
A674924-D
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1337
RIKKITI
B-D
B5A0116-D
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GORVA
A-C
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SHESTA
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1532
DORTHAN
D-D
D844165-D
1533
ARCTURUS
A-D
A894925-D
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ECTITE
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MATEMORIS
X-2
X655400-2
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PERSUS
A-D
A744728-D
1635
VILLIA
C-D
C834214-D
1636
VINVAHLA
A-D
AA73986-D
1637
MATOLOUM
X-0
X8C0000-0
1638
1639
1640
Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
▲ Scout Base
Secure System
Altarean Confederation
✦ Military base/Garrision
Asteroids (no atmosphere/water)
Planet (dry)
Planet (water present)

ARCTURUS

The homeworld of the Murian race is known to Humaniti as Arcturus, although the Murians never refer to the world directly by any name, just euphemisms for creation, motherhood and the day-night cycle.

Arcturus is the third world of the M2-type red dwarf Altarea and it would be tidally locked if not for an axial tilt of 89°, which provides daylight to each polar region for half of the 40 standard day year. Only near the equinoxes does the small equatorial slice of the planet experience a day-night cycle equivalent to its 32-hour rotation and only as a near twilight cycle, with the red sun barely clearing the horizon for half a day. For most of the world, 20 standard days of nightfall follows an equivalent period of day, although the twilight of dawn and dusk lasts for 70 hours at either end of night. The resultant weather determines the pace of life on Arcturus, with hot days, cold nights and a wave of weather driving ferocious afternoon storms.

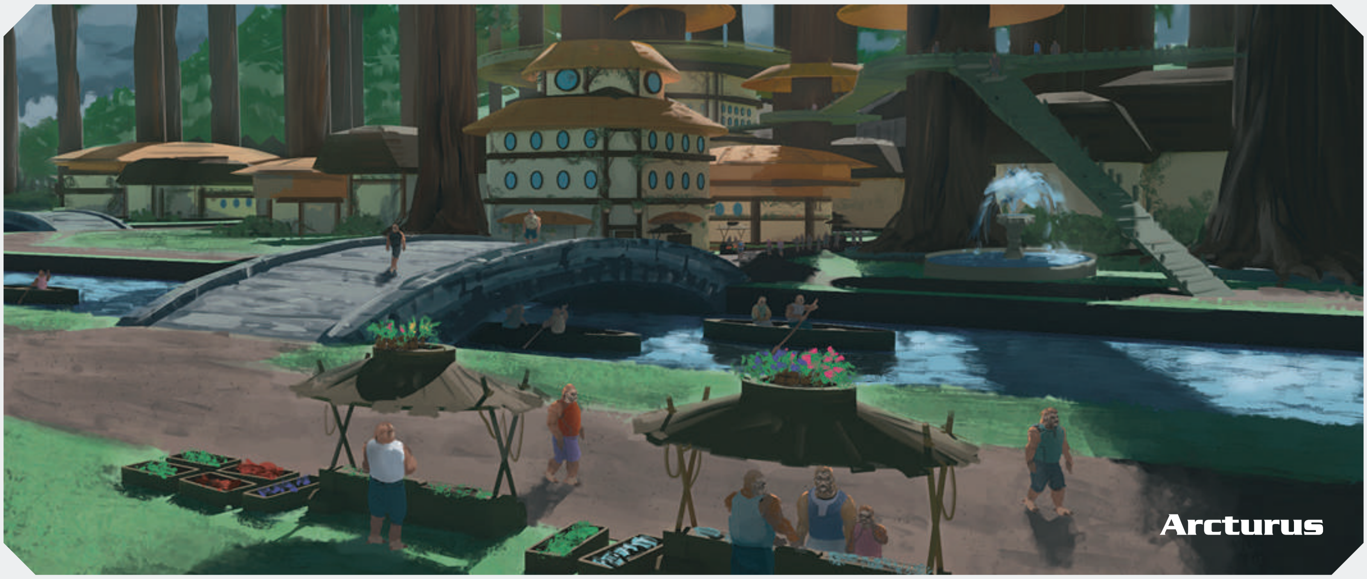
A dense atmosphere contributes to the strength of the afternoon storm front but also allows for an abundance of flying lifeforms despite a gravity one-sixth greater than standard. Much of Arcturus's land is covered by forests of broad dense trees of great tensile strength, with trunks 20 or more metres wide stretching well over 100 metres above the ground. The world's peculiar orbit leaves the poles warmer on average than the equatorial region but also subject to greater variation in temperature. Two small oceans and chains of lakes moderate temperatures somewhat over half the world's land surface but arid regions suffer large temperature swings during the course of the 'seasonal day' that stretches the length of Arcturus' short year.

Many species occupy ecological niches during slices of time. Some are nocturnal, some diurnal, others active only during dawn and dusk or in the aftermath of the afternoon storms. The massive trees of Arcturus remain active during the entire year, building up energy during the day and burning it at night. The Murians evolved from omnivores clever enough to vary their food sources and remain active throughout the entire 'seasonal day'.

The Murians spread across the surface of Arcturus, adapting from bands of hunter-gatherers to large communities of farmers who raised varied fauna and flora and stored food during times of famine. Their mostly cooperative advancement led to industrialisation by -5000 and spaceflight by -900, with sublight interstellar colonisation beginning in -505. Murians remained egalitarian during this period of progress, with deeds more important than wealth and gifting a form of prestige.

Murian inquisitiveness and a need for communication and consensus drove their scientific revolution and allowed them to use electronic devices to spread their natural direct democracy across their world. After contact with human traders, Murian curiosity and technical prowess allowed them to reverse engineer jump drive technology and begin faster than light travel to the stars by 119.

Arcturus has maintained a stable population of three billion for more than 2,000 years. Emigration to colony worlds has kept pace with increased life expectancy. While gregarious and fond of urban development, the Murians are also fond of nature and the forest is a major part of their identity. Murian cities are sprawling affairs with parks and greenbelts occupying more space than development. Trees grow higher than buildings.



Arcturus

The force of afternoon storms, with hurricane-force winds and torrential rains influences the architecture of Arcturus, with buildings sturdy and low profile, and storm surge canals channelling water away from inhabited areas. High technology has shifted transportation nearly universally to grav vehicles and communications networks provide universal connectivity to major cities and small forest villages alike.

Murian status is built on reputation, not wealth, and no Murian is considered poor. The sharing of wealth in the form of gifts ensures that those more fortunate do not grow too powerful and the cooperative nature of Murian society makes crime rare. Although few humans travel so far towards the Edge of Stars, they are treated as honoured guests as long as they do not overstay their welcome.

MATEMORIS

It is not known when humans reached Matemoris. The residents of the twilight valleys of the world speak a language derived from Galanglic but whether they arrived during the Sindalian Diaspora or the Corellan League's abortive trade dealings with the Murians is lost in their myths. It is known that the people of Matemoris want to be left alone and the Murians have honoured that request.

Matemoris is the fourth world of a M2-type red dwarf. The system's only gas giant lies sunward, making refuelling time-consuming unless one cares to scour the asteroids of the outer belt for cometary cores. Matemoris is tidally locked, with most of its water locked in the icecap covering much of its nightside. Glacial lakes dot the twilight zone, with many lake systems draining into saltwater seas edging up against the dayside before vanishing into salt flats or ending abruptly at steep mountain ranges. Primitive native life exists in both the day and night hemispheres, with more complex mosses and worms in the lake regions. Only in the inhabited zone do imported fauna and flora thrive, with forested sun-facing mountains and hillsides, and valleys of grasses and cropland. Imported species include cattle, horses, groats and kians further muddying the origin of the human colony.

The inhabited region of the planet is limited to a salt sea drainage basin spanning 1,500 kilometres along the terminator and 100–200 kilometres to either side. The estimated 50,000 humans of the region live in villages, hamlets and individual homesteads scattered across the region, linked by waterways and trails. No settlement contains more than 150 people, most considerably less. When first contacted by the Murians in 250, they made clear their desire to avoid interstellar contact, even after the Murians employed human intermediates. The Matemoris people have since been studied from orbit and by remote drones but the Murians have not invested a great deal of effort in scientific investigation of the world and maintain only a limited interdiction fleet, rotating in one or two obsolete External Exploration Service Ships. The last human study on Matemoris and its inhabitants was a Kajaani-sponsored expedition in 947, departing with more questions than answers about the culture and origins of the Matemoris humans.

VELNITE ELNIVAR

Orbiting a dim red star barely large enough to initiate hydrogen fusion, Velnite Elnivar is so cold only its permanently daylit side is warm enough to be comfortably habitable. Isolated from the rest of human space by the Altarean Confederation and Helix Rift, the million residents of Velnite Elnivar are a fiercely independent people at war with the devious fauna of their world. They do not often receive offworld visitors but welcome those who make the effort to travel to the Edge of Stars.

The origin of the name of the Velnite Elnivar system is obscure but the system is well documented. Two red dwarfs, one dimmer than the other, both metal poor, circle each other with a separation varying from one to two billion kilometres. The brighter star is host to four very small gas giants, ice giants of barely 10 standard masses. The dimmer star hosts another five planets, all rockballs. In wide orbits around the two stars is a cloud of worlds, one a gas giant, three large enough to be called planets and the rest part of a host of icy bodies extending out to the little system's Oort cloud. The entire system is over 11 billion years old. The inner world of the dimmer star is Velnite Elnivar.

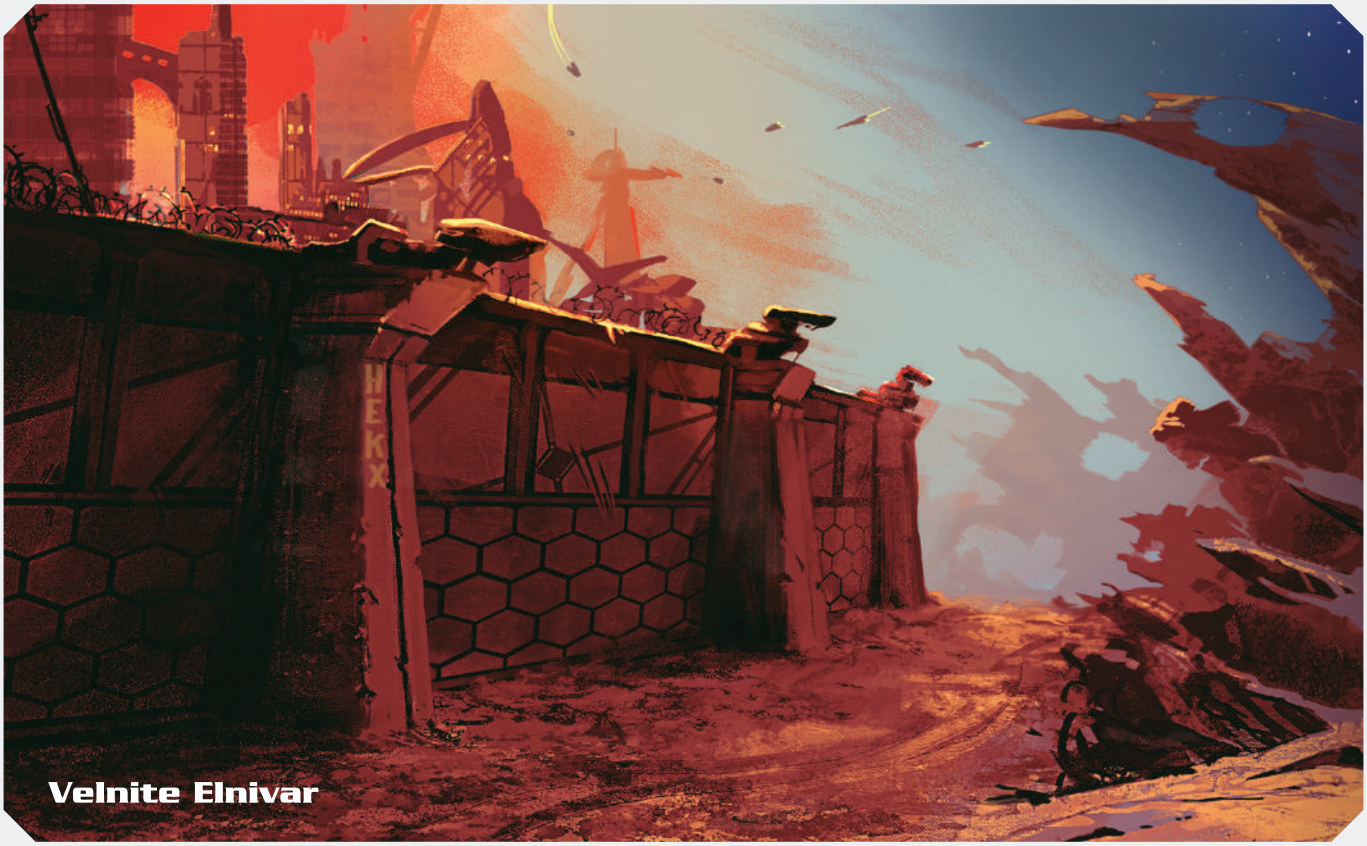
Velnite Elnivar likely once hosted a very thick atmosphere but lost much of it to repeated megaflares during its primary star's youth. Still, the planet had plenty of time to evolve complex life in the billions of years since. The dayside of Velnite Elnivar ranges from the steaming seas and jungles of Undersun to the cold hills and tundra of the Dusklands. Mountains are rare but hilly terrain and eroded badlands are common. In every ecological niche, both fauna and flora have had billions of years to hone survival traits, using cunning, subterfuge and misdirection to stay alive in a hostile environment.

Humans from the Corellan League came to Velnite Elnivar sometime between 180 and 220. Records are fragmentary as they have been copied from machine to paper and back several times. When the colonists arrived, the systems they crossed had yet to be claimed by the Altarean Confederation but they suspected their colony would soon be isolated. Their goal was to establish a new settlement on a habitable world and claim it before the Murians expanded. The colonists thought they had the resources to maintain a good technological base but the planet proved more challenging than expected.

They had believed the basic incompatibilities between local biology and human requirements would protect them and their crops from the worst of a well-tuned ecosystem. While this proved true for microbes, it proved less of a deterrent for more advanced species. Predators had evolved elaborate camouflage, including a metamorphic ability to mimic – visually crudely, but by smell adeptly – other animals, especially prey. Their prey learned the same trick, appearing to be unpalatable. As a result, both predators and herbivores had become overly paranoid, attacking most creatures on sight – or smell – regardless of whether they appeared to be meal or threat. Within months of arrival, the colonists were at war with the creatures of Velnite Elnivar.

The human community adapted but towns became fortified camps. Farm vehicles carried advanced sensors and armed guards. Velnite Elnivar does not have an army but its Rangers are expert hunters with heavy rifles and quick reflexes. The struggle against native life took its toll on the original settlers. Technology collapsed in its first century, returned to industrial levels, fell, arose again, finally stabilising in the 800s. The citizens of Velnite Elnivar and their habitat – fortified villages – are now well adapted to Velnite Elnivar. The governing body is the Wildlife Protection Agency and Rangers are its agents. Travel beyond the compounds is conducted in armoured vehicles and armed helicopters. The largest settlement is the city of Interlake, population 50,000. Surrounding the city are two walls 20 metres tall and five wide, topped with razor wire and machinegun emplacements. The narrow strip of land between the two walls is a kill zone. Inside, people live a normal life but they watch the sky for diving predators able to take small children. Armed Rangers patrol the streets.

Interlake maintains a small starport with decent facilities and free berthing. Visitors are welcome. Small arms are always a welcome trade item, as are rare earths and heavier elements. Elements beyond iron are rare on metal-poor Velnite Elnivar and valuable as they are both useful for indigenous electronics and poisonous to the native life.



Velnite Elnivar

OLD COLONIES

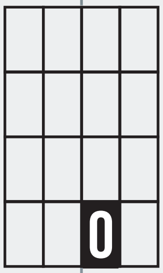
The bright red giant Gennaken shines brightly across this backwater subsector. Previous attempts to populate the subsector faltered but under skies dominated by Gennaken's bloated disk, the crystaliron city of Arrak still prospers, sprawling from the remains of an old science station on Puelche, a hot gas giant moon far sunward of Gennaken's fleeting habitable zone. Few other human worlds in the subsector have fared as well.

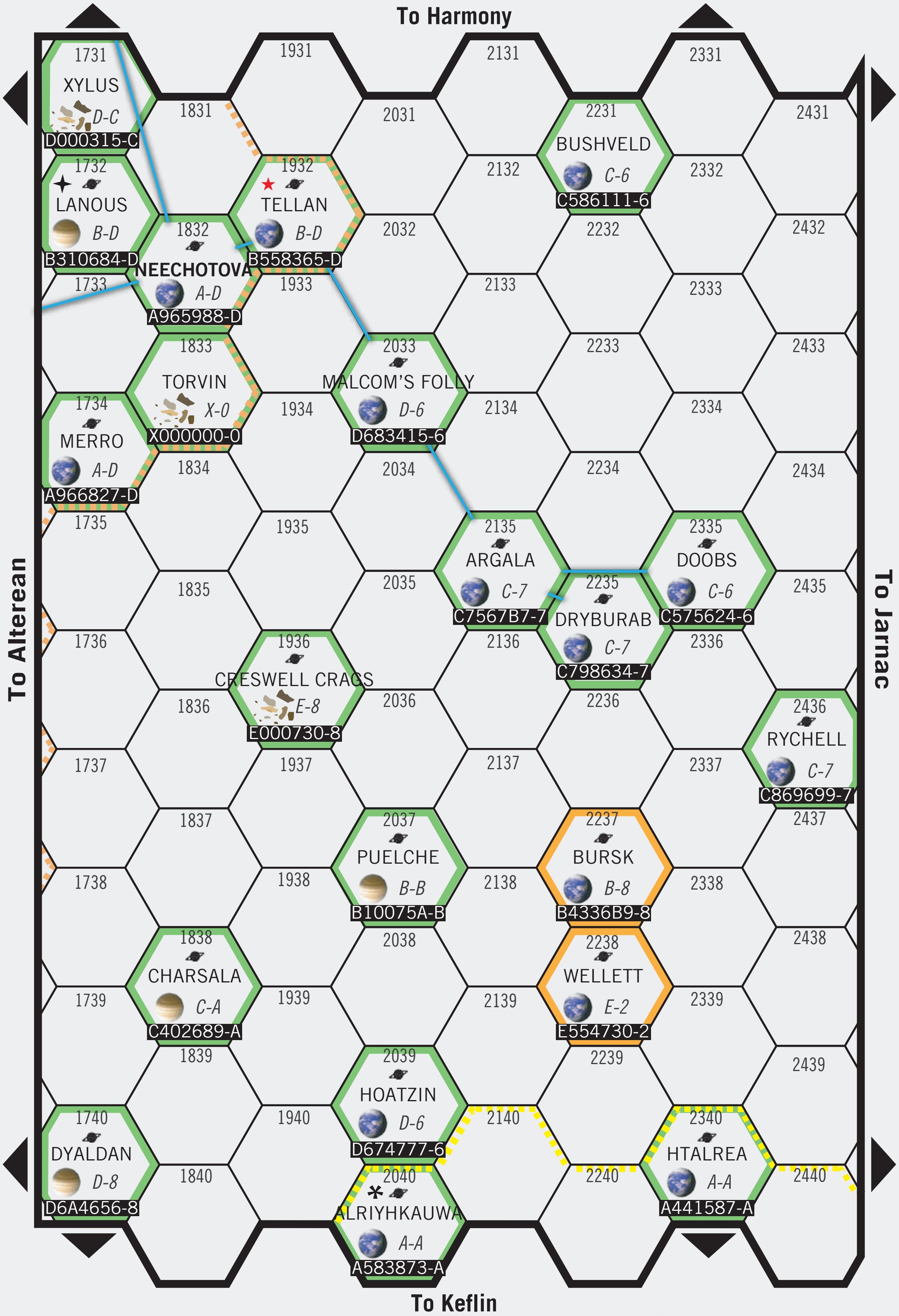
The subsector owes its name to the worlds of Argala, Malcom's Folly, Wellett, Rychel and Puelche, all settled from the Corellan League during the 100s to establish a trade link to what became the Altarean Confederation. The underfunded effort stalled and the worlds struggled on, with new colonists arriving during the Great Pulse of the 600s. This second settlement phase also faltered but not before the newcomers christened the subsector.

Of the subsector's 21 systems, six belong to the Altarean Confederation, including the world of Neechotova, a Murian sublight-settled colony that accounts for more than two-thirds of the subsector's 2.8 billion sophont residents. A total of 2.3 billion Murians reside in the six Altarean-claimed systems. The two Aslan-settled worlds of Alriyhkauwa and Htalrea account for another 300 million inhabitants, although nearly a third of those sophonts are Chirpers on Alriyhkauwa. Aslan *ihatei* have established a formal nation state on Hoatzin and have founded enclaves on Wellett and Rychel. The Old Colonies of Humaniti amount to 13 systems but only 230 million people.

Regressed worlds in Jarnac hamper direct trade between Jarnac and the Murians, although intrepid merchants cross the jump-2 chain with wilderness refuelling. Trade links from the Altarean world of

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Alriyhkauwa	2040	ACS	A583873-A	Ri		Hierate	G
Argala	2135		C7567B7-7	Ag Ga			G
Bursk	2237	M	B4336B9-8	Na Ni Po	A		G
Bushveld	2231		C586111-6	Lo			
Charsala	1838		C402689-A	Ic Na Ni Va			G
Creswell Crags	1936		E000730-8	As Na Va			G
Doobs	2335		C575624-6	Ag Ni			G
Dryburab	2235		C798634-7	Ag Ni			G
Dyaldan	1740		D6A4656-8	Fl Ni			G
Hoatzin	2039		D674777-6	Ag			G
Htalrea	2340		A441587-A	Ni Po		Hierate	G
Lanous	1732	M	B310684-D	Ht Na Ni		Altarean Confederation	G
Malcom's Folly	2033		D683415-6	Ni			G
Merro	1734		A966827-D	Ht Ri		Altarean Confederation	G
Neechotova	1832		A965988-D	Hi Ht		Altarean Confederation	G
Puelche	2037		B10075A-B	Na Va			G
Rychel	2436		C869699-7	Ni Ri			G
Tellan	1932	N	B558365-D	Ht Lo		Altarean Confederation	G
Torvin	1833		X000000-0	As Ba Va		Altarean Confederation	
Wellett	2238		E554730-2	Ag Lt	A		G
Xylus	1731		D000315-C	As Ht Lo Va		Altarean Confederation	




To Harmony
To Alterean
To Jarnac
To Keflin
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XYLUS
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D000315-C
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BUSHVELD
C-6
C586111-6
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LANOUS
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NEECHOTOVA
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A965988-D
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TELLAN
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TORVIN
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MALCOM'S FOLLY
D-6
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1740
DYALDAN
D-8
D6A4656-8
1840
1940
2040
✱
ALRIYHKAUWA
A-A
A583873-A
2140
2240
2340
HTALREA
A-A
A441587-A
2440

- Gas Giant
- *B-6* Starport Class & Tech Level
- ★ Other Naval Base
- ✦ Military base/Garrision
- Secure System
- Amber Zone
- Trade Route
- Altarean Confederation
- Asteroids (no atmosphere/water)
- Planet (dry)
- Planet (water present)
- Aslan Hierate Border

Tellan to Malcom's Folly and the agricultural worlds beyond provide a Murian market for the human worlds' agricultural output but trade further trailing or rimward is sporadic at best.

The worlds of Argala, Dryburab and Doobs have entered into a formal trade agreement with the Altarean Confederation wherein the Confederation's External Trade Service provides protection against *ihatei* incursions in exchange for monopoly trade terms. This arrangement has kept those systems free of Aslan settlements but resulted in several hostile confrontations between Murian and Aslan forces.

ALRIYHKAUWA

A habitable but rather dry world at the rimward edge of the sector, Alriyhkauwa was home to a large population of Chirpers before the arrival of Aslan *ihatei* in the 300s. Over the course of centuries, the Aslan clans have claimed the best territory, 'civilising' the Chirper populations into large reservations on arid land far from the world's small seas. With its large starport and busy shipyard, Alriyhkauwa sits at the core-spinward corner of Aslan expansion, a base for *ihatei* looking to expand into the lightly populated human worlds of the Old Colonies.

From space, Alriyhkauwa looks like a banded world. A minuscule axial tilt and a circular orbit around its type-G sun makes Alriyhkauwa a world without seasons, where latitude divides the planet into distinct climatic zones. Both Alriyhkauwa's polar caps drain into circumpolar seas whose far shores represent the most arable land on the planet. Looking towards the equator, the greens of forest and shrublands fade to brown and grey, then mountains cut up the margins of deserts of yellow, red and white. Finally, in a band surrounding the equator, a series of shallow jungle-enveloped lakes create a steaming green belt often covered in cloud.

For countless millennia, Chirpers occupied the world, living in three distinct zones; the northern and southern green lands and the equatorial jungle, home to three subspecies of Chirpers. The northern tribe was agricultural and pastoral, living in primitive villages and working their fields and herding flocks of native *urboo* and *ktni* six-legged lizard-like herbivores. The southern tribe practiced some agriculture but focused on the resources of the South Sea, fishing and harvesting food from the tidal flats exposed by the complex interplay of gravity from Alriyhkauwa's two moderate-sized moons and its sun. The equatorial tribe were hunter-gathers, living in the giant trees of the vast steaming jungle.

When the Aslan first arrived, they claimed the best lands north and south from the stone-age Chirpers, eventually driving them far into the dry lands near the desert bands. The jungles proved a greater challenge for the Aslan, as humid conditions, massive storms and an overwhelming abundance of life limited their technological advantage and the equatorial Chirpers proved to be astonishingly adept at hiding from hunting parties. Few Aslan outposts remain in the jungles; most are hunting camps catering to those who wish to test their skills against the world's challenges.

In the temperate regions, different clans took different approaches to the 'Chirper problem'. On other worlds, Aslan had managed to assimilate natives into Aslan culture. This proved impossible with the Chirpers. Some clans treated the world's previous dominant species fairly, establishing clear reservation boundaries and ensuring their land contained at least enough water and food to support the population. Others hunted the Chirpers on their clan-claimed land to extinction, although this proved more difficult than anticipated. Still others deported whole communities to the equatorial zone.

The Aslan population of Alriyhkauwa consists of 18 recognised clans and more than 200 million Aslan. The estimated population of 100 million Chirpers is really a guess but this might be very wrong. Nevertheless, the technological Aslan are now clearly the rulers of this world.

The starport above Alriyhkauwa is a busy frontier port, outfitting *ihatei* for missions further coreward or resupplying enclaves already spreading across the subsector. Within a century, the clans of Alriyhkauwa hope their world will become a hub of Aslan activity, no longer a world on the boundary of Aslan space.

CRESWELL CRAGS

The A8-type main sequence star Creswell is the primary of 14 worlds, including three gas giants – one almost massive enough to be a brown dwarf – and three broad asteroid belts. The largest of these belts spans the habitable zone of the star and is home to 30 million inhabitants living in more than 1,000 habitats. These scattered settlements, some hollow asteroids, some surface bubbles or underground catacombs, some self-propelled mining platforms, are collectively known as the Crags.

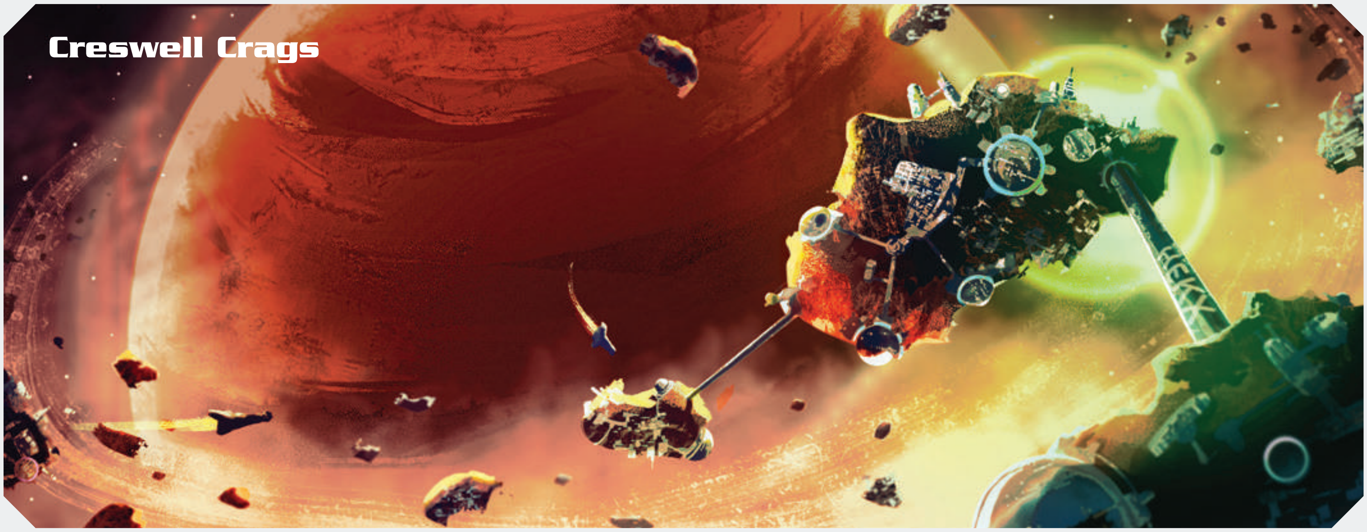
The first Creswell Crags were small habitats established by prospectors in the 180s to mine minerals in support of the tenuous trade link between the Corellan League and Murian worlds. The metal-rich Creswell system was profitable enough to justify the effort and some belters decided to continue operations even after the trade route was abandoned in the early 200s. Supported by the agricultural colony on Argala, these few hundred belters formed the basis of civilisation. As advanced systems failed, the belters became reliant on fission power and spin gravity to support their settlements and ships. Reaction thrusters and solar sails drove slow clippers transiting between habitats.

In the first centuries of settlement, each habitat was an independent entity and belters living in ships or mining platforms operated in complete autonomy. However, life in an asteroid belt with technology too low to support fusion power and manoeuvre drives was difficult. Accidents occurred and help was far away; half of the Crags established in the 200s had failed by the 300s. The wealthier habitats and belter operations knew that even they were just one critical failure or asteroid impact away from depressurisation and death. Their solution was the Creswell Crags Mutual Aid Protocols, which established agreements for assistance to habitats and prospectors in need. The first protocols were signed in 347 and tested in 364 when sudden depressurisation threatened the habitat of Osterling. Although 500 died, 800 more lived, mostly because of rapid assistance from their neighbours. The success of the rescue operation and the agreement to help rebuild Osterling led to the Osterling Accords of 378, which established economic frameworks including a common currency and commodity clearinghouses.

The decentralised nature of the Crags inevitably led to economic winners and losers. On a habitable planet, economic decline would lead to poverty; in a mid-tech asteroid belt it leads to death. Fortunately for Creswell's future, 'the Seven' – the richest individuals in the system – recognised their responsibility to the survival of those less fortunate and founded the Creswell Society, a private organisation of individuals willing to donate a portion of their wealth to create a system-wide safety net. The members of this society formed an elite club, granting themselves the title of Honoured and began to use their influence and pooled wealth to steer the system into accepting not only their leadership but also the need to cooperate with one another. They negotiated agreements to operate as a charity from individual Crags and gained influence, both overt and covert.

The Creswell Society is a self-perpetuating oligarchy with new members nominated by existing members and voted upon by all the Honoured. There are trade-offs to this arrangement. Wealth remains concentrated, even if the Honoured pledge to give some of it to a common cause. Technology stagnated as the focus of industry was reactive: protect your assets, protect the weakest links. Laws remain frail. Acceptance came at the cost of the lowest common denominator – often very low from the need to gain support from belters with a strong tradition of independence and autonomy. The end result was a society both stagnant and stratified, scattered yet secure, free but limited.

The Creswell Crags are spread across hundreds of millions of kilometres. Their relative positions change, some from orbital motion, others slower under solar sail or sluggish drives. System-wide communications keep the cultures of the 1,000 individual habitats and platforms and the 10,000 ships sailing between them in basic synchronisation. Despite the promise of mutual aid, vast distances and long travel times separate the individual components of the civilisation and most are protected by thick hulls, redundant systems and armoured shelters. The bulk of the Crags' population may be poor, they may lack many technologies most interstellar societies take for granted but they treasure their freedoms and know that even the richest Honoured will do what they can to keep the most unfortunate among them alive.


Creswell Crags

LOW-TECH SPACECRAFT

Primitive Hull: Primitive spacecraft without artificial gravity, lifter support, advanced environmental controls or structural support for high gravity manoeuvres are not only cheaper than standard spacecraft hulls but require less power. A Primitive spacecraft hull cannot be fitted with a manoeuvre or jump drive and cannot support reaction thruster acceleration of more than Thrust 3. Non-gravity hulls that do not meet these limitations still cost Cr25000 per ton and require Power equal to 20% of total hull tonnage as indicated in High Guard.

A Primitive spacecraft hull costs Cr15000 per ton but only requires Power equal to 1% of total hull tonnage. Primitive spacecraft hulls have -50% Hull points but may use Reinforced or Light Hulls and can utilise hull configurations, special hulls, armour and hull options as normal. Primitive asteroid hulls cost Cr2000 per ton but do not suffer from reduced Hull. Primitive spacecraft operating outside a system's habitable zone require double Power in relation to hull tonnage if operating in 'hot' or 'cold' zones or quadruple Power if operating in 'boiling' or 'frozen' zones.

Primitive hulls are available at TL5 but at this TL cost double and cannot exceed Thrust 1. Hulls built at TL6 or less double life support costs.

Solar Panels: Solar Panels provide power by converting sunlight into electricity. The effectiveness of a solar panel is proportional to the square of the distance from a star. These values assume a solar panel operating in a star's habitable zone. For other locations, the Referee can adjust Power values, halving or a quartering them as a spacecraft travels beyond the habitable zone or doubling them if travelling closer to a star. Solar panels are useless in interstellar space.

Tonnage is the stored volume of solar panels and their minimum size is 0.5 tons. A solar panel requires 1D rounds to deploy or retract. Ships cannot jump with solar panels deployed, nor can they manoeuvre at more than Thrust 1. Solar panels can be used to charge batteries.

Solar Panels

TL	Power per Ton	Cost per Ton
6	1	MCr0.1
8	2	MCr0.2
12	3	MCr0.4

Solar Panel Hull Coating: A solar panel coating can be added directly to the hull of a ship in increments of 10 tons displacement. This coating does not require internal tonnage but is destroyed by damage in proportion to the percentage of hull damage suffered by the spacecraft and must be replaced rather than repaired. Only TL12 Solar Panel Hull Coating can be used with Heat Shielding or Stealth Hull options.

Solar Panel Hull Coating

TL	Power per Ton*	Cost per Ton*
6	0.01	Cr1000
8	0.02	Cr2000
12	0.03	Cr4000

* per Ton denotes ship tonnage covered.

Solar Sails: A solar sail can provide low thrust manoeuvrability using the pressure of sunlight. The effectiveness of a solar sail is proportional to the square of the distance from a sun. These Thrust values assume a solar sail operating in a star's habitable zone. For other locations, the Referee can adjust Thrust values, halving or a quartering them as a spacecraft travels beyond the habitable zone or doubling them if travelling closer to a star. Solar sails are useless in interstellar space.

Tonnage is the stored volume of solar sails. A solar sail requires 1Dx10 rounds to deploy and 1Dx10 rounds to retract. Ships cannot jump with solar sails deployed, nor can they use any other type of manoeuvre drive. Effective thrust is based on the percentage of the ship's total tonnage dedicated to solar sails.

Solar Sail

TL	Thrust per %	Cost per Ton
6	0.0005	MCr0.2
8	0.001	MCr0.4
12	0.002	MCr0.8

For double the cost, a solar sail can act a solar panel at half the Power output of a solar panel of the same tonnage.

Sterling Fission Power Plants: Sterling fission power plants are sealed fission power generators capable of long duration use without refuelling. Using thorium or low-grade uranium, they are incapable of being misused as nuclear weapons and shielded to prevent radiation leakage. A Sterling fission power plant requires no external fuel but must be replaced at the end of its lifespan. If used beyond the lifespan, they operate at one less Power per ton for every additional year of use. A Sterling fission power plant's minimum size is 2 tons. Sterling fission power plants cannot be directly used to operate jump drives, although they may charge batteries for jump drive use.

Sterling Fission Power Plant

TL	Power per Ton	Lifespan	Cost per Ton
6	3	10 years	MCr0.4
8	4	15 years	MCr0.6
12	6	20 years	MCr0.8

Plasma Drives: A magneto plasma drive uses radio waves to ionise fuel and magnetics to contain and expel the plasma under high impulse. More fuel efficient than standard reaction drives, plasma drives provide only limited impulse, usually a fraction of 1G. A plasma drive uses standard liquid hydrogen fuel and requires 20% of hull tonnage per Thrust at a cost of MCr0.4 per ton. Each ton of plasma drive requires 1 Power and fuel equal to 1% per Thrust per hour.

Plasma drives are available at TL8 and may use primitive and advanced modifications. A plasma drive does not require interaction with a gravity field, nor benefits from one, so plasma drives are suitable for use in deep space.

Plasma Drive Advantages
Energy Efficient: This plasma drive consumes 20% less Power than normal.
Fuel Efficient: This plasma drive requires 20% less fuel than normal.
Size Reduction: This reduces the tonnage consumed by the plasma drive by 10%.

Plasma Drive Disadvantages
Energy Inefficient: This plasma drive consumes 30% more Power than normal.
Increased Size: This increases the tonnage consumed by the plasma drive by 25%.
Fuel Inefficient: This plasma drive requires 25% more fuel than normal.

PLANETARY OPERATIONS

Primitive hulls with reaction or plasma drives do not benefit from lifters and must overcome gravity to enter orbit and escape from a planet's gravitation field. To lift to orbit, a reaction or plasma drive must generate at least 10% more Thrust than the world's gravity. For each round of operation, the gravity of the world is subtracted from Thrust applied. Unless otherwise specified, a world of Size 8 has 1G gravity and gravity is proportional to size, e.g. a world of size 4 will have a gravity of 0.5G.

A ship will reach orbit when it has accumulated excess Thrust equal to 2 x the world's gravity and reach escape velocity from orbit when it accumulates an additional 1 x the world's gravity. For example, a ship with reaction drive Thrust of 1 will reach orbit around a size 4 world after two space rounds and reach escape velocity after a third round. Re-entry and landing operations require a reverse of this Thrust, although a ship equipped with a heat shield may utilise the shield to overcome Thrust 3; any greater amount will result in dangerous heating (see page 12 of *High Guard* for Heat Shielding re-entry and apply DM-1 for each additional Thrust beyond 3 that is shed via re-entry).

HOATZIN

Hoatzin is home to two separate communities, the descendants of Corellan League colonists who arrive in the 190s and the descendants of Aslan *ihatei* who began to arrive in the 320s. After early conflicts, these two societies have strived to coexist peacefully. The Aslan point to Hoatzin as proof their expansion does not threaten human communities. The human Hoatzins point to their world as proof of a vigorous defence will maintain their independence. Humans from other nearby worlds just see Hoatzin as proof that bad times may be coming.

Hoatzin is a young world of steep mountains, teeming jungles and vast deserts. Land fully surrounds a single ocean rimmed with fjords, estuaries and rugged islands, and massive volcanoes foul the air but leave behind fertile land. The world circles a pair of orange and red stars just beyond the torn remains of an inner planet disrupted by binary stars. The remains of craters from that inner asteroid belt are obvious in a nearly enclosed circular bay and in two rings of mountains in the deep desert.

Human settlers came to Hoatzin at the end of a period of contact between the Corellan League and the Murians prior to the formation of the Altarean Confederation. By the time the settlers arrived, they knew the effort to populate what would become the Old Colonies was winding down and they had prepared for building a self-sufficient colony. Less advanced equipment – maintainable by mechanics, not other machines – formed the basis of the colony's infrastructure. Occasional flare activity from the smaller of Hoatzin's two stars limited the utility of a distributed electrical network. Within 20 years, Hoatzin was effectively isolated. Biofueled boats and rugged ATVs provided transportation between villages that soon grew into towns as the population expanded.

A century later, the first Aslan *ihatei* reached Hoatzin. Of the six separate clans, four choose to claim sites on the far side of the ocean from the human settlement. Two chose to bracket the humans to the north and south. For more than a decade, conflict between human and Aslan was limited to a few 'misunderstandings that got out of hand'. By 340 these 'misunderstandings' had escalated into raids against outlying homesteads. The Hoatzin people of today agree to disagree over who killed whom first but soon the humans were fighting a two front low-level war on the borders of their settled area. Humans had the numbers, Aslan the technology, but the humans also had more experience with the deep forest and jungles of the coastal region. Using that cover and avoiding pitched battles, they kept the Aslan at bay for seven standard years.

The Aslan kept coming and the human leaders knew they would eventually be overrun. A solution proposed by small town mayor Anita Trulo was clever, if only reluctantly agreed to by her peers. Trulo and a small crew sailed a captured Aslan hydrofoil around the edge of the ocean to the lands of the Truawualei Clan. They brought a simple offer: fight with us against the encroaching Aslan and we will grant you their lands. There was risk in this offer, as Trulo could have been trading one enemy for another but she had faith in the honour of the Truawualei and her compatriots believed they had little to lose by trying.

On a local summer night in 352, the Truawualei sent a broadcast to the clans on the human frontier. It was a formal declaration of war, followed within minutes by a strike from orbit. Aslan may debate the honour of this move but the Truawualei were outnumbered, targeted only military sites and allowed the defeated to retreat with some dignity intact. Within days, the Truawualei gained control of the border regions and ended the direct threat to human lands. The treaty known as Trulo's Promise gave them control of the borderlands and laid out the limits of both Aslan and human expansion. Both defeated clans eventually withdrew from Hoatzin to claim lands on other worlds, ceding their remaining lands to the Truawualei, who remain the dominant Aslan clan on Hoatzin and account for two of the three million Aslan living on the world.

The humans of Hoatzin number seven million. They have not adopted Aslan culture – if anything, the Aslan have adopted at least the less advanced lifestyle of the humans – but call themselves the Trulo clan. Visitors to Hoatzin – including Aslan from non-resident clans – generally land at the airfield in human territory, setting down on large slabs of concrete amid propeller-driven airplanes and dirigibles. Aslan visitors are treated with respect but the large world map in the main terminal building makes clear the borders between human and Aslan lands.

JARNAC

The Jarnac subsector is the edge of contiguous human civilisation in the rim-spinward direction behind the Claw. Although further human civilisations such as the Regency of Muirimi exist and scattered human worlds may stretch on for another 100 parsecs, those worlds do not maintain consistent contact with Charted Space cultures. The Jarnac Pashalic lies at the end of the trade routes. The old jump-2 link to the Altarean Confederation failed centuries ago and the re-established jump-3 link runs through the Harmony subsector. The spinward half of Jarnac is effectively wild space.

The subsector comprises 15 systems of which 14 are inhabited by a total of 850 million mostly human settlers. The Jarnac Pashalic governs six systems of 372 million citizens, four-fifths of whom reside on Jarnac itself. The bulk of the subsector's remaining population resides in the asteroid belt of Uquay whose unpopular ruler imposes a harsh rule on an aging habitat. The remaining seven inhabited worlds are isolated and rarely visited. Geredad and Zandri are capable of spaceflight and the 600 residents of the cold world of Ivery at least have access to power generators but the rest have fallen to barbarism and months or years can pass without a starship crossing their skies.

To rimward is the Aslan frontier in the Iphigenaia sector. Already, *ihatei* probe coreward. At Geredad, they may be countered by Jarnaci patrols but beyond they are likely to look down at lightly populated primitive worlds and make plans to expand.

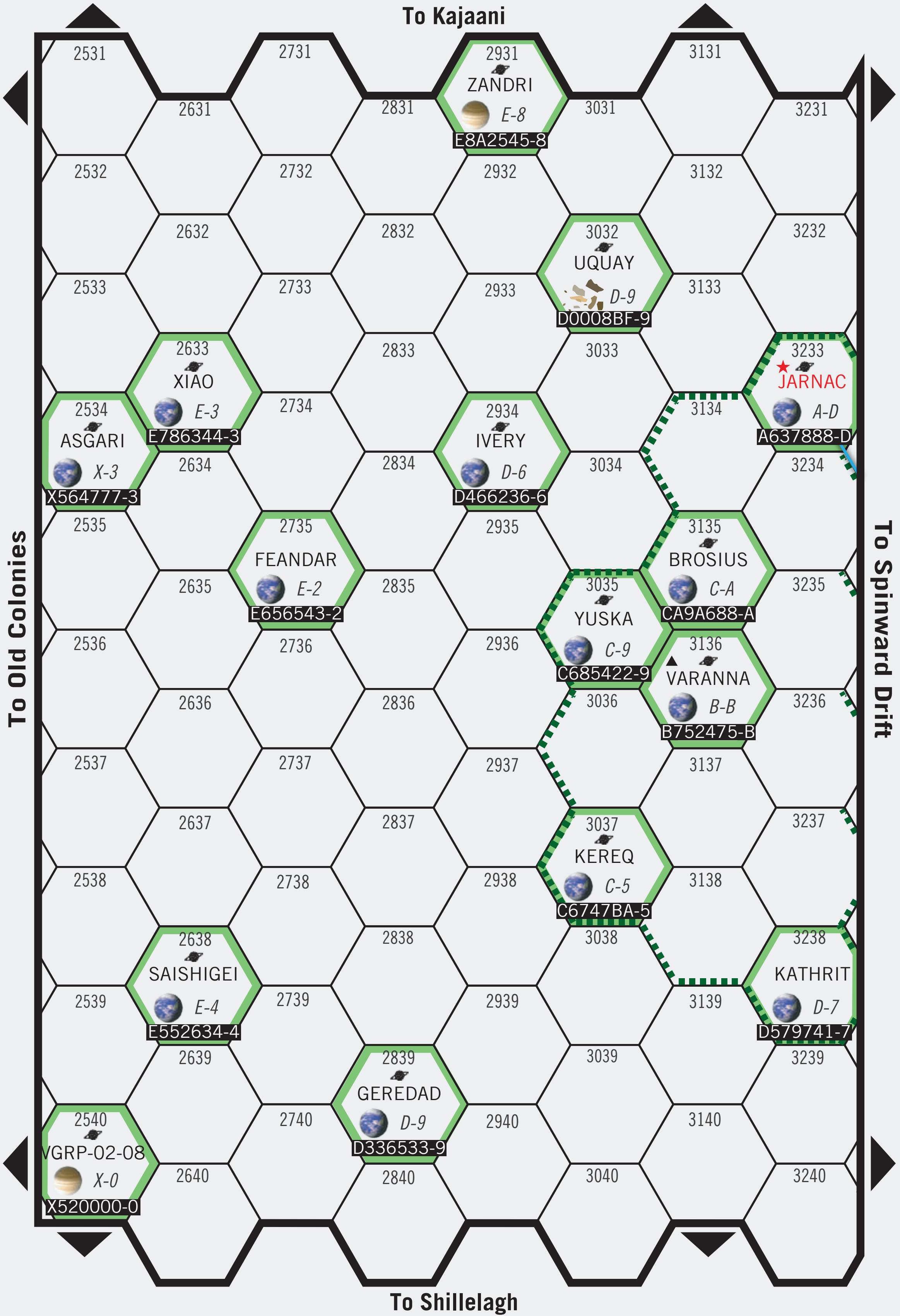
ASGARI

Asgari is a sometimes harsh world with land encircling a single large ocean that stretches pole-to-pole. Around its shores are nation states armed with muskets and sailing ships who vie for power. These nations can agree on little but a hatred of offworlders, the 'Abandoners' who left their ancestors on this world centuries ago. A starship attempting to land on Asgari will likely be met with cannons or pitchforks.

It is a small world, atmosphere slowly thinning and seas receding as it grows old. The world is the second planet of a K0-type star in a system with three gas giants and two asteroid belts. One belt begins just beyond Asgari's orbit. Semi-circular bays, circular lakes and ringed mountain ranges mark impacts that continue to hasten the five-billion-year-old planet's decline. Native life remains abundant, especially in the ocean, but the Far Desert of the opposite hemisphere is an endless stretch of rocks and sand, devoid of macroscopic life. While

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Asgari	2534		X564777-3	Ag Lt Ri			G
Brosius	3135		CA9A688-A	Ni Wa		Jarnac Pashalic	G
Feandar	2735		E656543-2	Ag Ga Lt Ni			
Geredad	2839		D336533-9	Ni			G
Ivery	2934		D466236-6	Lo			G
Jarnac	3233	N	A637888-D	Ht		Jarnac Pashalic	G
Kathrit	3238		D579741-7			Jarnac Pashalic	
Kereq	3037		C6747BA-5	Ag Lt		Jarnac Pashalic	G
Saishigei	2638		E552634-4	Lt Ni Po			G
Uquay	3032		D0008BF-9	As Na Va			G
Varanna	3136	S	B752475-B	Ni Po		Jarnac Pashalic	G
VGRP-02-08	2540		X520000-0	Ba De Po			G
Xiao	2633		E786344-3	Ga Lo Lt			G
Yuska	3035		C685422-9	Ga Ni		Jarnac Pashalic	G
Zandri	2931		E8A2545-8	Fl Ni			G

JARNAC SUBSECTOR


To Kajaani
To Old Colonies
To Spinward Drift
To Shillelagh
2531
2532
2533
2534 ASGARI X-3 X564777-3
2535
2536
2537
2538
2539
2540 VGRP-02-08 X-0 X520000-0
2631
2632
2633 XIAO E-3 E786344-3
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2638 SAISHIGEI E-4 E552634-4
2639
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2735 FEANDAR E-2 E656543-2
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2838
2839 GEREDAD D-9 D336533-9
2840
2931 ZANDRI E-8 E8A2545-8
2932
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3034
3035 YUSKA C-9 C685422-9
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3037 KEREQ C-5 C6747BA-5
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3135 BROSIUS C-A CA9A688-A
3136 VARANNA B-B B752475-B
3137
3138
3139
3140
3231
3232
3233 JARNAC A-D A637888-D
3234
3235
3236
3237
3238 KATHRIT D-7 D579741-7
3239
3240

🪐 Gas Giant
B-6 Starport Class & Tech Level
★ Other Naval Base
▲ Scout Base
▬ Secure System
▬ Trade Route
┅ Jarnac Pashalic
Asteroids (no atmosphere/water)
● Planet (dry)
● Planet (water present)

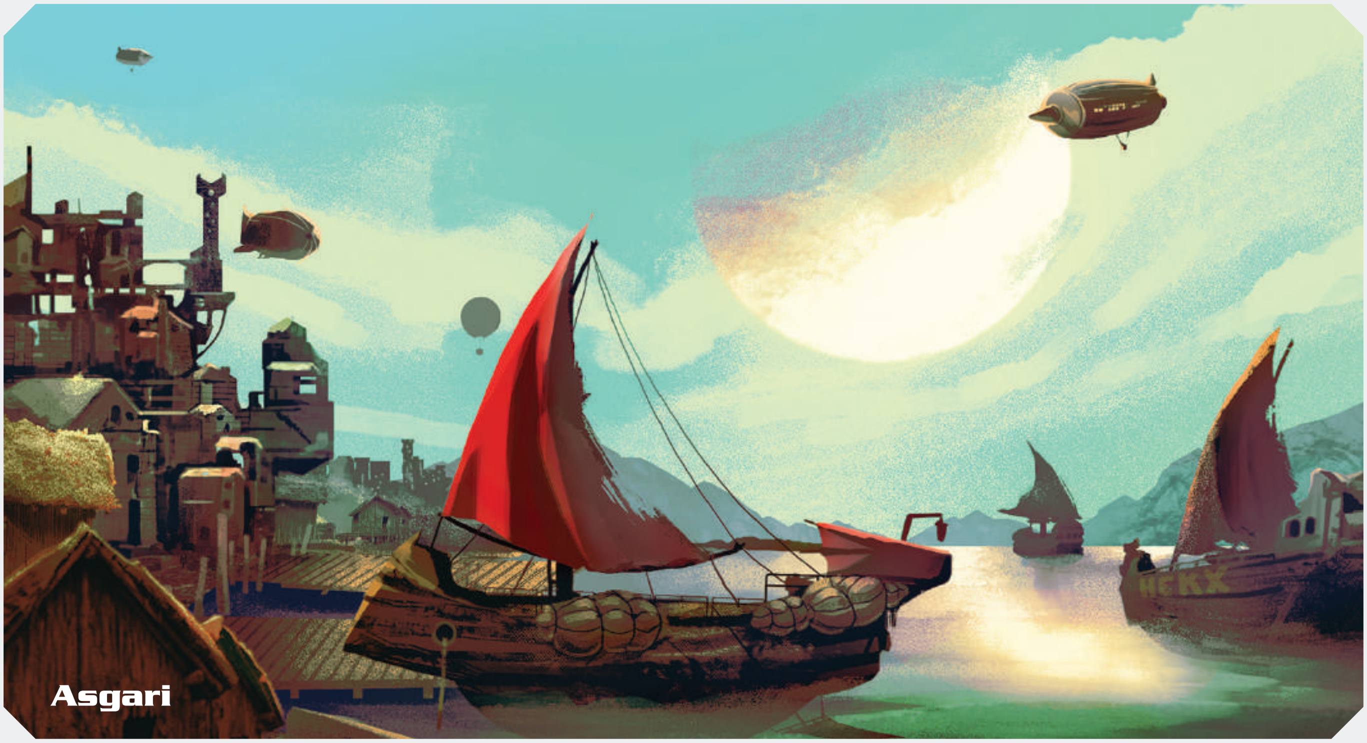
atmosphere pressure remains within standard range, oxygen is only 15% of the mix and declining slowly over time. Without interference, the air may become unbreathable within 200 million years but this would not worry the people of Asgari even if they understood it and for any comprehensible future time, the winds will support lungs and sails just fine.

Asgari's people descend from the families of staff operating a small refuelling and maintenance yard set up to support a trade link between the Corellan League and the Murians. Established in 160, the outpost operated for 50 years until the events of the Tenth Aslan Expedition focused League attention elsewhere. The trade route was more about diplomacy than profit and the League chose to stop subsidising the effort. On inhospitable worlds the League pulled out all personnel. On worlds like Asgari, the League offered the personnel a choice: relocate or stay. Those who chose to stay received a few spare power plants, some tools and an occasional welfare check. According to League records, more than 600 chose to stay on Asgari although Asgari legend says they stayed only because of a pledge to resupply the nascent colony every few years. The Asgari record only two visits over the course of the next two decades and one of those was a pirate raid.

Civilisation collapsed to pre-industrial levels within a century and then developed on its own, groups splintering and heading for new shores in response to population growth, feuds or the desire to start a fresh life. These scattered settlements grew into more than 30 nations, most on the Eastern Shore of the Middle Ocean but some north or south or on the Western Shore around the Gulf of Squids, the half-sunken remains of a giant impact crater. The population increased, stalled and increased again, reaching 70 million by 1100.

Asgari has stagnated in an era of sailing ships and muskets. Hatred of offworlders somehow morphed to include hatred of 'labour-stealing' machines, a luddite reaction to steam engines and electricity. While wind and water mills harvesting natural power are permissible, anyone caught with a simple steam-powered pump is likely to be burned along with their 'abomination'.

The governments are a varied lot. Some are republics, many are monarchies, one a confederation of city states. The greatest power is the Empire of Tigouya, with a population of 10 million and the strongest army and navy on the world. Tigouya has conquered three neighbouring nations since 1075 and considers another five to be client states. Opposing Tigouya in a series of wars is the sometimes coalition of the Zopata Republic, the Principality of Ramosa and the Dual Kingdom of Sikili-Rejem. Warfare is endemic on the Eastern Shore and has spread to the peninsula and islands south of the greater powers. Language has diverged from Corellan Galanglic into five separate languages, all nearly incomprehensible to Travellers. All the Asgari can seem to agree upon is their hatred of the Abandoners. The only reason Asgari is not a Red Zone is the lack of a designating authority in wild space.


Asgari

JARNAC

The young planet of Jarnac is the capital of the Jarnaci Pashalic, a small state on the spinward-rimward frontier of space settled by humans of Vilani and Solomani origin.

Jarnac is the fourth planet of a young K0-type main sequence star. Jarnac's system is compact, with one gas giant sunward and two outwards of the world. Despite being in the middle of the habitable zone, Jarnac is a cool world, its thin atmosphere retaining little heat. At less than four billion years old, Jarnac's atmosphere and ecosphere are not well-developed. A large close moon raises significant tides, as does the orange sun, making coastal regions difficult to settle. Oxygen concentrations are below 10% in an atmosphere less than half standard thickness. As a result, life on land has not evolved past simple flora and fauna, and humans require compressor masks to breathe. The planet has potential to develop into a garden world and efforts to increase oxygen content with imported flora have been underway for centuries, already doubling the oxygen composition of the atmosphere. Most land life is invasive but oceans are almost exclusively the domain of Jarnac's native lifeforms.

The Corellan League established an outpost on Jarnac in 157 as part of its effort to develop better ties with the Murians but as the continuing Aslan Expeditions pulled attention to trailing, the effort faltered and less habitable outpost worlds were abandoned, with Jarnac going fallow.

Despite its marginal habitability, Jarnac was resettled early during the Great Pulse by a colonisation effort led by An'Dulach, a younger member of a noble family from Drayne in the Corridor sector and a former Naasirka executive of considerable wealth. Departing from Drayne in 628, An'Dulach's ships reached Jarnac in 632 after a difficult journey. A faulty jump drive on one of three sleeper ships and poor morale among the crews of the other two caused the expedition to abandon plans to continue to the garden world now known as Yuska and to bring 20,000 colonists down to the surface of the marginal planet.

By the time An'Dulach could convince one ship to continue to a better destination, another ultimately unsuccessful expedition had claimed Yuska. An'Dulach made the best of the situation and proclaimed himself Pasha of Jarnac and wrote a constitution proclaiming himself the head of a world with a bureaucratic, state-owned, planned economy. The well-equipped settlement prospered where neighbours on more habitable worlds faltered. Threats of Aslan incursions from rimward let An'Dulach expand his Pashalic to five other human-settled worlds – including Yuska – by 680 but the growing colony on Jarnac remained the centre of this remote civilisation. Upon his death in 683, An'Dulach was succeeded by his son, who took the name An'Dulach II. The name became a title and passed down through the same family, through male and female Pashas to the present ruler, An'Dulach XII, who became Pasha on the death of her mother in 1092.

Despite its centralised planned economy, with the Pasha in theory owner of all but personal property and small enterprises, Jarnac is a prosperous world with strong guarantees for freedom of expression and the personal rights of its citizens. The bureaucracy is a strict meritocracy and managers have the flexibility to innovate within reasonable bounds. The media is state-owned but individual free speech and access to public communications systems provides a check on government shortcomings and potential corruption. Public disclosure regulations allow civilian oversight of all government functions and, despite strong civil service protections, the Pasha can hire, fire, promote and demote in her role as the people's advocate. Reverence for the Pasha is common but beyond her oversight role, she plays little part in the day-to-day operation of the government, with her Ministers controlling their own budgets and setting their own agendas.

Private enterprise is extremely limited on Jarnac. No citizen is allowed to profit from the labour of another, so nearly all private business falls into three categories: a sole proprietor with no employees who may use artificial beings to provide additional labour, a partnership in which all partners share equally in the businesses' profits or a cooperative consisting of nothing but subcontractors and sometimes a core staff of a proprietor or partnership to coordinate. A fourth category – known locally as a 'sweat' – is a proprietorship or partnership using offworld temporary workers for labour. Sweat owners are not well-regarded by the population at large and often subject to protests, boycotts and exposés.

Jarnacis see themselves as a peaceful, prosperous and progressive people. Across the Vanguard Reaches, Jarnac's per capita income is third behind Ralnn – a world embroiled in the warfare of the Tellerian Cluster and rife with inequality, which cannot truly claim to be peaceful or progressive – and behind Nielkladlief, the Colonnade capital, portrayed by Jarnacis as a resort world ruled by the psionic elite.

UQUAY

Only 30 kilometres in diameter, the asteroid Uquay is almost entirely honeycombed by habitat tunnels, where 400 million people inhabit the chambers and shafts of the metallic rock. Failing gravity and atmosphere systems are constantly under maintenance and penalties for any infraction that jeopardises the life support equipment of the rock are severe.

The Uquay system consists of an F4-type primary star, five inhospitable rockballs and a gas giant bracketed by two asteroid belts. Uquay is one rock among many of the inner belt. A 'gentle merger' early in its history, followed by an orbital perturbation from the system's gas giant, resulted in Uquay becoming a half-rock, half-ice asteroid in a convenient location for a quick jump-and-refuel passage through the system. The ice is mostly gone, the starship traffic nearly non-existent but the once small staff has grown exponentially since 158.

The rational for remaining at Uquay after the abandonment of the Murian route in the early 200s remains murky. Some stayed as asteroid miners, others to tend the small port in the hope of attracting new business. Some undoubtably stayed because they had nowhere else to go. By 400, the population of Uquay exceeded 20,000 and the facility had burrowed deep into the asteroid. Contact with the rest of the universe had mostly ceased. The position of Administrator evolved into a hereditary title, granting absolute authority over the asteroid's inhabitants. The Port of Uquay was still open to visitors and functioned as a rudimentary starport but most of its traffic was limited to local prospectors piloting dilapidated mining rigs.

Nothing has changed over the centuries except the population, which reached 10 million by 700 and 100 million by 950. Negotiations with the Jarnac Pashalic over a possible union have continued half-heartedly for two centuries but the Administrator of Uquay is unwilling to cede any power to the Pasha. Uquay operates a few barges to harvest raw materials from other asteroids and on a moon of the gas giant Vani, Uquay operates a base whose sole purpose is to claim sovereignty over the planet and extract taxes from refuelling ships. Although Travellers reaching Uquay are not subject to its strict laws while within the port facility, the excessive berthing fees, high prices and poor service do much to discourage anyone from visiting the system. A Jarnaci embassy provides services to any citizens who run afoul of Uquay's regulations and provides some technical aid to the Administrator, more in hopes of preventing a humanitarian crisis than any reciprocal benefit but otherwise Uquay's catacombs are an isolated maze of thousands of cubic kilometres of tunnels completely cut off from the outside universe.

XIAO

This jungle-covered world is home to a remnant population who call themselves the Xiao. The villages surrounding the old starport outpost maintain a simple lifestyle and Xiao hunting parties scour the jungle for prey but they are not an unsophisticated people. The Watchmaker and the Librarian are among the most respected people in Xiao culture and visitors are often surprised to hear questions about more or less current Charted Space events.

Xiao is a tropical planet orbiting near the inner edge of a G1-type star's habitable zone. The system contains three gas giants, including one interior to Xiao's orbit, a dense asteroid belt and a distant red dwarf companion. A band of four continents split by narrow seas occupy the equatorial regions of the world, with only their northern and southern shorelines drying from jungle to savannah and shrubland. Both poles are deep ocean, free of ice even through the months-long dark of polar winter. Xiao has a rich local ecosystem, mostly compatible with human life. A dense atmosphere has aided the evolution of creatures such as 200-kilogram flying gigaraptors and a variety of large land fauna that roam under a triple canopy jungle of broad trees more than 300 metres tall.

Xiao was once part of a chain of outposts built by the Corellan League to support trade with the Murians. The outpost on Xiao was established in 160 and operated as a port until the first consolidation of bases led to its shutdown in 190. According to surviving Xiao records, 63 people, mostly families, chose to remain on Xiao when the League pulled out. The siblings of two of these families owned a small starship line, Oregon Ho, and continued to support the tiny colony until the business failed in 302 but until then the Xiao had regular contact with Corellan society and maintained a technological lifestyle. The bankruptcy of Oregon Ho was not unexpected and for the last decade of its operation, the Xiao – then numbering nearly 300 – did what they could to prepare for isolation. They developed local tools that they could fix, encouraged retention of knowledge and learned to live as part of the world's often hostile ecosystem. While neighbouring Asgari collapsed into barbarism and grew to hate and fear outsiders, the Xiao came to appreciate the occasional visitor. If any visit proved less than friendly, they had procedures in place to flee to prepared sanctuaries deep in the jungle, leaving little for marauders to take. Those who pursued the Xiao into the deep jungle rarely returned.

The Xiao now number more than 2,000, scattered among two dozen small villages near the old outpost. The old landing field is still in use by the very rare visiting starship. The concrete pad has long crumbled to gravel but the Xiao village of Downport takes seriously its task of clearing jungle from the field and keeping lit torches on its periphery.

TYPE-E FIGHTER

The Type-E fighter is the newest light fighter in Eslyat service. The name is from the Trelyn Royal Navy; the rough translation of the Eslyat designation is Fighter Model 14 Mark 1. These fighters use the newest Eslyat manoeuvre drives and power plants, providing 5G performance during cruise flight and using high efficiency reaction thrusters to deliver an additional 5G for more than six hours of high-speed combat manoeuvring. First rushed into service in 1083 during the Third Eslyat War, the Type E has quickly replaced older and shorter-ranged Type-D fighters that were much more reliant on reaction thrusters for performance. The Type-E is considered a light fighter but has heavy armour, radiation shielding and bulkhead protection to increase survivability for its single crewmember.

Like most Eslyat space fighters it is not streamlined, intended to protect orbital assets and habitats, not close atmospheric support. The single pulse laser is mounted forward, with the water-filled spherical cockpit well protected behind the weapon. Holographic screens provide an external view, with only a periscope for direct visual observation. Pivoting twin thruster rockets impart excellent manoeuvrability to the blocky design.

The Type-E is produced by the thousands, with costs kept down by providing only a basic sensor suite. It is tasked with fighting in large squadrons – the TRN calls them swarms – of hundreds of vessels, directed by nearby ships or habitats. At dogfighting range, they do not need sophisticated sensors to locate targets.

GIGARAPTOR

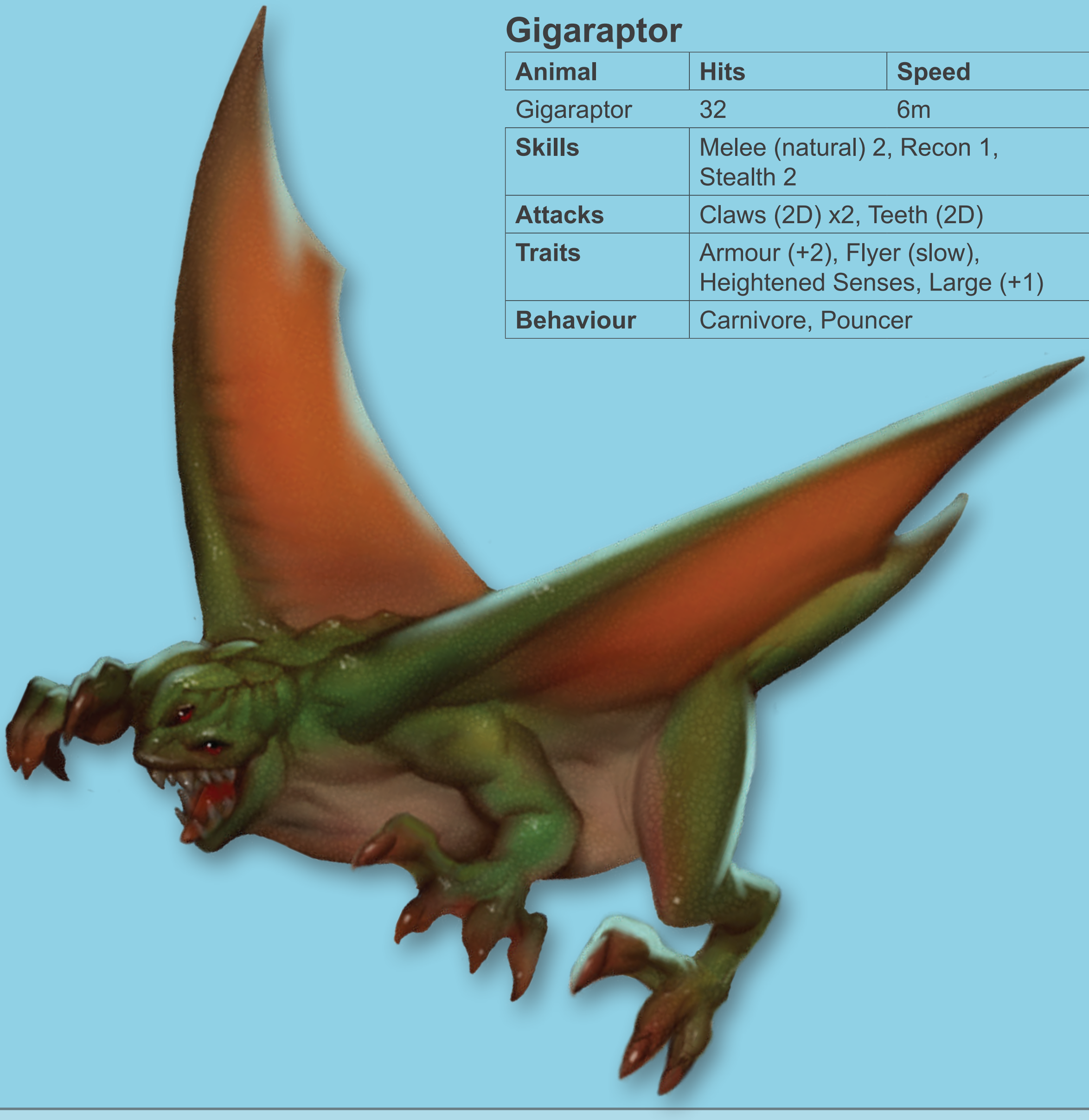
Native to the triple-canopy jungles of Xiao, the gigaraptor is a flying hexapodal ambush predator. With broad triangular wings, the gigaraptor looks like a kite with claws and teeth. Its chameleon-like scaly skin allows it to blend into the greens and browns of the giant trees where the solitary gigaraptor roosts. Only able to sustain flight because of Xiao's dense atmosphere, an adult gigaraptor can exceed 200 kilograms mass.

The gigaraptor dives from its perch, attaining speeds exceeding 100 kilometres per hour. Its initial attack is a knock-down strike, which will leave Travellers pinned and prone unless they succeed in a Difficult (10+) STR check, Very Difficult (12+) if surprised. Grasping its prey with two claws, it uses its other two claws and razor teeth in a frenzied attack, tearing its prey to shreds to extract organ meats. If cornered on the ground, the gigaraptor is reduced to a hopping gait on four short limbs while flapping its wings to gain lift and return to its high branch roost. It remains a formidable threat on the ground, however, able to rear up on hind limbs and 'hug' a victim with its clawed forelimbs.

The gigraptor's skull, with two forward facing and two downward facing eye sockets and impressive dagger-like teeth is a coveted trophy, especially among Aslan. A skull can fetch Cr20000 or more from the right buyer.

Gigaraptor

Animal	**Hits**	**Speed**
Gigaraptor	32	6m
Skills	Melee (natural) 2, Recon 1, Stealth 2	
Attacks	Claws (2D) x2, Teeth (2D)	
Traits	Armour (+2), Flyer (slow), Heightened Senses, Large (+1)	
Behaviour	Carnivore, Pouncer	



TYPE-V ATTACK SHIP

The Type-V attack ship, the Trelyn Royal Navy's designation for what the Eslyat refer to as the Attack Ship Model 4 Mark 2, is the Eslyat Magistracy's latest heavy-hitting close attack starship. At only 400 tons, the Type-V is armed with an extended range mass driver bay that consumes nearly a quarter of the ship's volume. Able to fire only a total of 16 devastating rounds, the Type-V is designed to attack in groups, closing on much larger cruiser-sized vessels and defence emplacements, pounding them with large high velocity slugs. Despite heavy armour and three triple pulse laser turrets for point defence, the Type-Vs took heavy casualties in the Fourth Eslyat War but did substantial damage to the Trelyn main battle fleet, destroying two cruisers, crippling three more and contributing to the TRN's retreat from Inchusela early in the war.

The Type-V is an ugly ship, a thick block with two manoeuvre drive outriggers. The interior is not well-apportioned, with the water-filled bridge sitting behind the mass driver and its ammunition bay and small quarters for the crew of 10 surrounding a partially submerged common area. The Type-V is the largest of the few starship classes led by Chutin commanders rather than Selyin officers and while it may be a point of pride to the Chutin, it may also explain why Selyin admirals seem unconcerned about launching waves of attack ships on near suicidal runs against cruiser squadrons.

TYPE-X LIGHT CRUISER

The Type-X 12,000-ton light cruiser was a surprise when it first appeared at Inchusela during the Fourth Eslyat War. Its size was slightly startling – small for a spinal mount equipped ship – but its particle barbettes, capable of engaging ships at long range, came as an unwelcome shock to Trelyn forces accustomed to evading Eslyat fire by staying far away.

The Eslyat refer to the Type-X as the *Shurshush* Defender. It is a blocky ship, with its main body surrounding its spinal rail gun and two brick-like side modules each housing manoeuvre drives and a mass driver bay. The hull is studded with pulse laser turrets and 20 particle beam barbettes, giving the ship its long-range bite. Carrying enough slugs for sustained combat, the heavily armoured Type-X can stand in line of battle against larger cruisers and deliver enough punch to cause serious damage. A small hangar and bays for 10 Type-E fighters plus accommodations for 20 ship's troops fill out the well-apportioned main body. The officer's quarters and one central corridor have the capability to support both submerged and dry environments, providing respite for crews during downtime.

ESLYAT SPARKLE SHIP-OF-THE-LINE

Sparkle is the designation given by the Trelyn Royal Navy to the newest Eslyat heavy cruiser or ship-of-the-line in Trelyn parlance. The Eslyat name for the vessel is unknown. The Sparkle appeared in the final engagement of the Fourth Eslyat War although the battle known as the Elliador Skirmish was aborted by armistice talks. The Sparkle acquitted itself well, causing major damage to frontline Trelyn ships, but would likely have succumbed to superior numbers had the battle continued.

The Sparkle is built around its massive particle accelerator spinal mount, an installation more than one quarter the size of the ship itself. The ship is a rounded cylinder, with various-sized protrusions rising like low mounds to support the many bays, barbettes and turrets providing secondary armament. The rounded appearance, although far from streamlined, is a departure for Eslyat design. So is the standoff capability of its particle accelerators – not just the spinal mount but the two dozen particle beam bays and more than 10 times as many particle barbettes and long-range pulse laser turrets, respectively. While maintaining a half dozen mass driver bays identical to those seen in most Eslyat ships, the Sparkle is also equipped with a half dozen large missile and torpedo bays. Able to unleash a powerful barrage of long-range projectiles backed up with particle and laser fire, the Sparkle is a departure from the close-and-pummel tactics employed by the Eslyat over the past century. It has caused the Trelyns to rethink battle tactics as well, if the 'Perpetual Peace' breaks down again. The Sparkle also appears to have another innovation for the Eslyat: assault escape capsules for its entire complement of 1,000 crew members.

TYPE-E FIGHTER

TL11		TONS	COST (MCr)
Hull	10 tons, Close, Reinforced Radiation Shielding	— —	0.675 0.25
Armour	Crystaliron, Armour 11	1.375	0.37125
M-Drive	Thrust 5	0.9	1.8
Reaction Drive	Thrust 5 (fuel efficient x3)	1	0.3
Power Plant	Fusion (TL8, reduced size x3), Power: 10	0.7	0.525
Fuel Tanks	Thrust 5 (6.2 hours), 57 weeks of operation	4.2	—
Bridge	Cockpit, Holographic Controls	1.5	0.0125
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Weapons	Fixed Mount (pulse laser)	—	1.1
Armoured Bulkheads	Drives, Cockpit, Fuel Tanks	0.78	0.156
Software	Manoeuvre/0 Library Fire Control/1	— — —	— — 2
Cargo		0.045	—

Crew

Pilot

Hull: 5

Running Costs

MAINTENANCE COST

Cr557/month

PURCHASE COST

MCr6.68975

Power Requirements

Basic Ship Systems

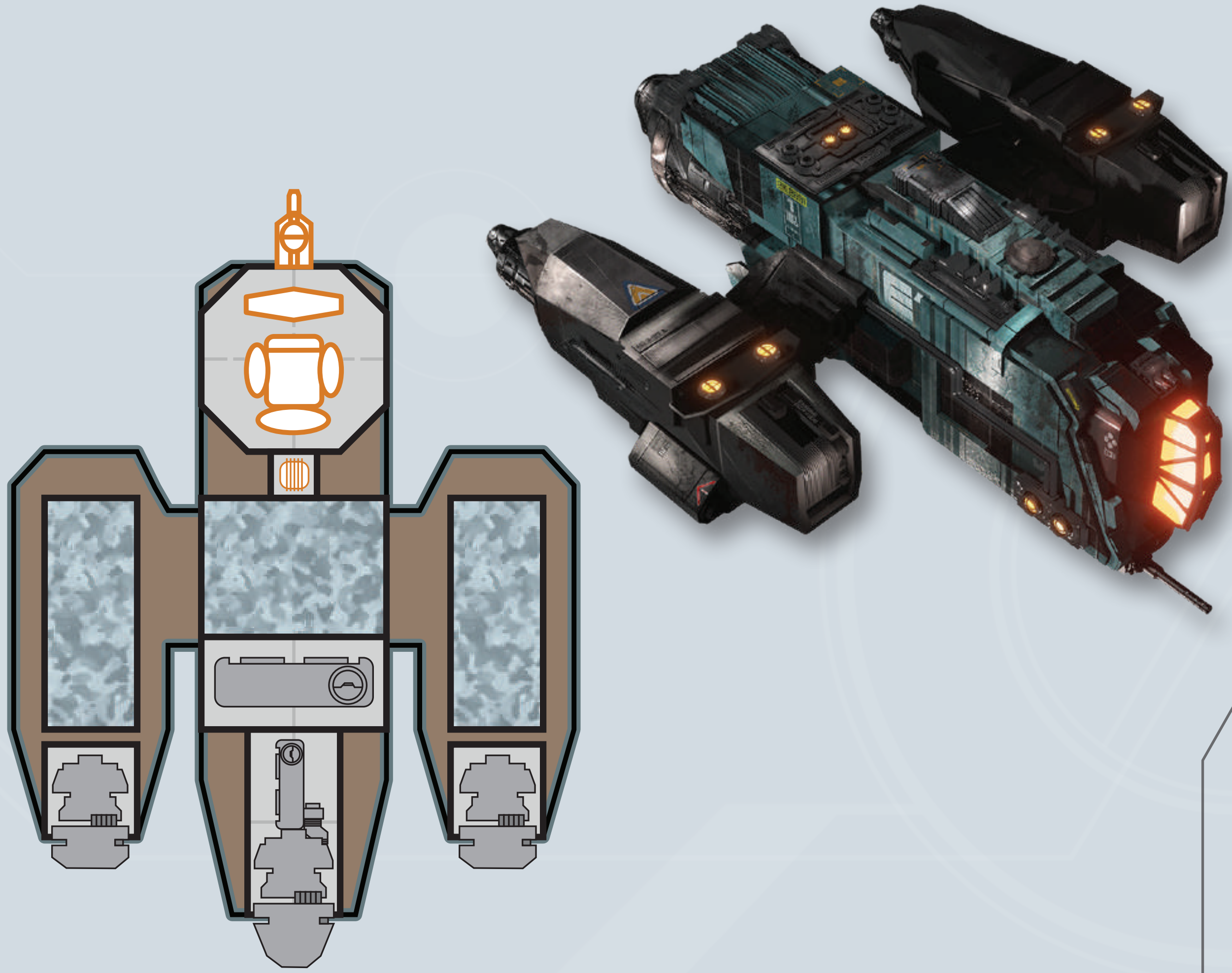
2

Manoeuvre Drive

5

Weapons

3



TYPE-V ATTACK SHIP

TL11		TONS	COST (MCr)
Hull	400 tons, Close, Reinforced	—	27
	Radiation Shielding	—	10
Armour	Crystaliron, Armour 11	55	14.85
M-Drive	Thrust 5	20	40
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL8, reduced size x3), Power: 350	24.5	18.375
Fuel Tanks	J-2, 8 weeks of operation	85	—
Bridge	Holographic Controls	20	2.5
Computer	Computer/15	—	2
Sensors	Military Grade	2	4.1
Weapons	Medium Mass Driver Bay (long range, reduced size)	90	105
	Triple Turrets (pulse lasers) x3	3	12
Ammunition	Mass Driver Projectile (10 slugs)	40	—
Systems	Fuel Scoops	—	1
	Fuel Processor (40 tons/day)	2	0.2
	High Efficiency Batteries (Power 80)	2	0.2
Staterooms	Standard x5	20	2.5
Software	Manoeuvre/0	—	—
	Library	—	—
	Jump Control/2	—	0.2
	Evade/1	—	1
	Fire Control/1	—	2
Common Areas		5	0.5
Cargo		6.5	—

Crew

Pilot, Astrogator, Medic, Engineers x2, Gunners x5

Hull: 400

Running Costs

MAINTENANCE COST

Cr23402/month

PURCHASE COST

MCr280.825

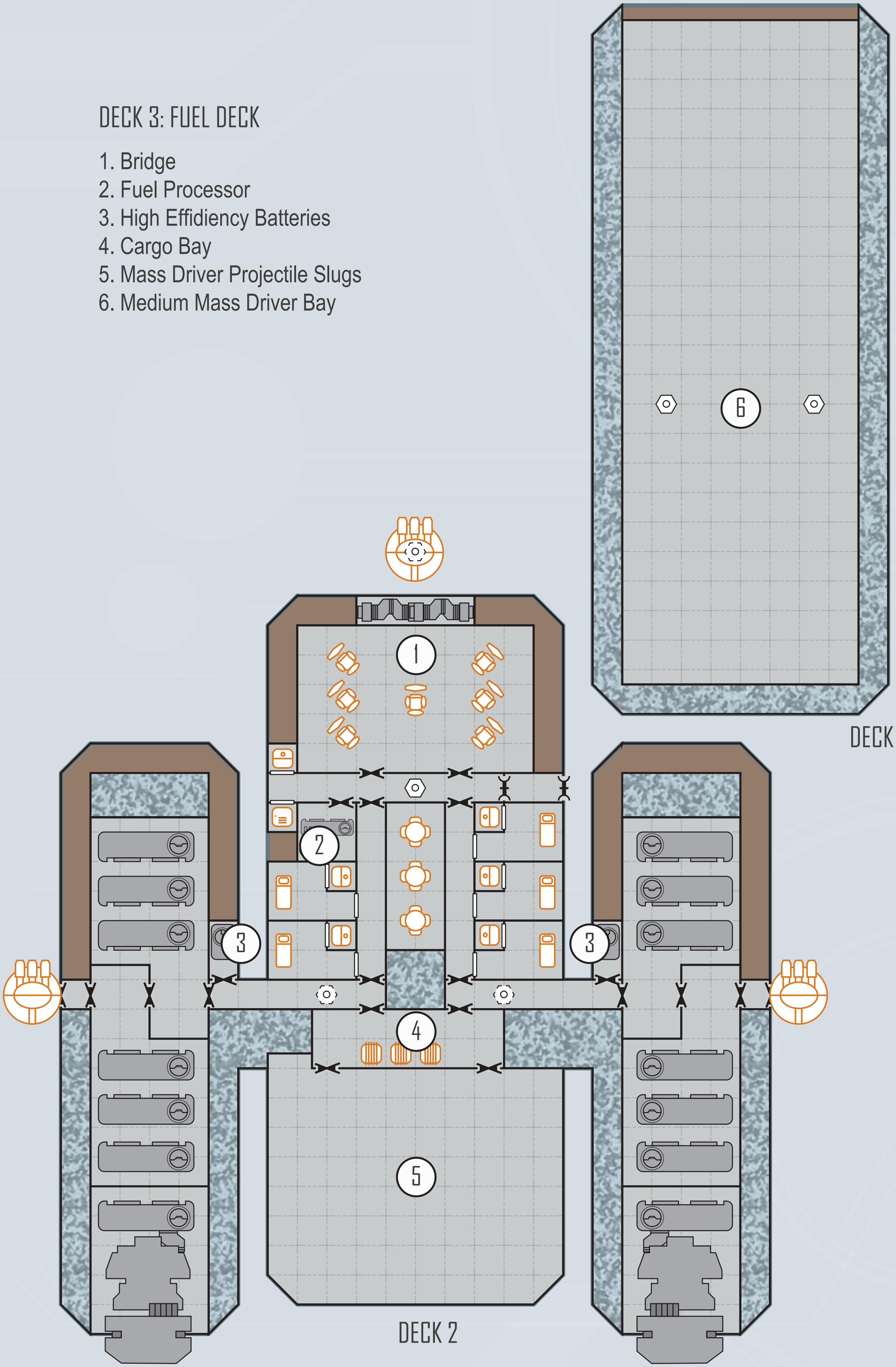
Power Requirements

Basic Ship Systems	80
Manoeuvre Drive	200
Jump Drive	80
Sensors	2
Weapons	64

Type-V Attack Ship

DECK 3: FUEL DECK

1. Bridge
2. Fuel Processor
3. High Effidiency Batteries
4. Cargo Bay
5. Mass Driver Projectile Slugs
6. Medium Mass Driver Bay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DECK 1
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DECK 2

TYPE-X LIGHT CRUISER

TL11		TONS	COST (MCr)
Hull	12,000 tons, Close, Reinforced	—	810
	Radiation Shielding	—	300
Armour	Crystaliron, Armour 11	1,650	445.5
M-Drive	Thrust 5	600	1200
J-Drive	Jump 2	605	907.5
Power Plant	Fusion (TL8) (reduced size x3), Power: 10,200	714	535.5
Fuel Tanks	J-2, 8 weeks of operation	2,543	—
Bridge	Holographic Controls	60	75
Computer	Computer Core/50 (primary)	—	60
	Computer/10 (backup)	—	0.16
Sensors	Military Grade	2	4.1
	Distributed Array	4	8.2
Weapons	Spinal Mount Railgun (1DD)	3,150	550
	Medium Mass Driver Bays (long range, reduced size) x2	180	210
	Particle Barbettes x20	100	160
	Triple Turrets (pulse lasers) x66	66	264
Ammunition	Railgun Slugs (50 slugs)	1,000	—
	Mass Driver Projectile (100 slugs)	400	—
Systems	Fuel Scoops	—	1
	Fuel Processor (1,000 tons/day)	50	2.5
	High Efficiency Batteries (Power 2,400)	60	6
	Armoury	10	2.5
	Barracks (20 troops)	40	2
	Brig	4	0.25
	Briefing Room	4	0.5
	Medical Bays x2	8	4
	UNREP System (40 tons/hour)	2	1
	Workshops x4	24	3.6
Craft	Docking Space (10 tons) x10	110	27.5
	Full Hangar (50 tons)	100	20
	Type-E Fighters x10	—	66.898
Staterooms	Standard x67	268	33.5
	High x14	84	11.2
	Low Berths x20	10	1
Software	Manoeuvre/0	—	—
	Library	—	—
	Jump Control/2 (backup)	—	0.2
	Evade/2	—	2
	Advanced Fire Control/1	—	12

Crew

Captain, Officers x13, Pilots x13, Astrogator, Medics x2, Maintenance x8, Engineers x19, Ship's Troops x20, Administrators x4, Gunners x70

Hull: 5760

Running Costs

MAINTENANCE COST

Cr480809/month

PURCHASE COST

MCr5769.708

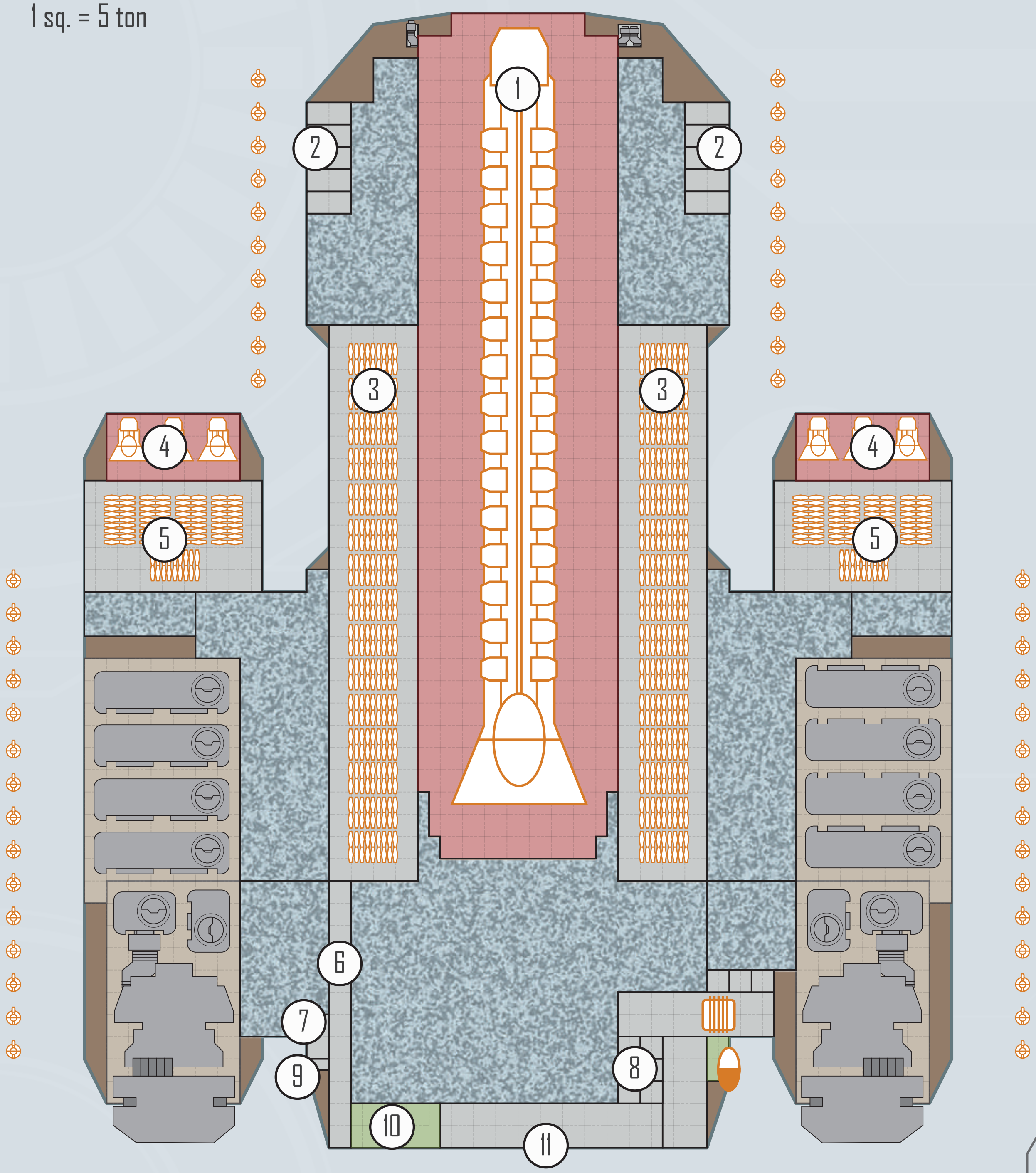
Power Requirements

Basic Ship Systems	2400
Manoeuvre Drive	6000
Jump Drive	2400
Sensors	4
Weapons	1708

	Battle System/1 Electronic Warfare/1 Virtual Crew/0	— — —	18 15 1
Common Areas		81	8.1
Cargo		71	—

Type-X Light Cruiser

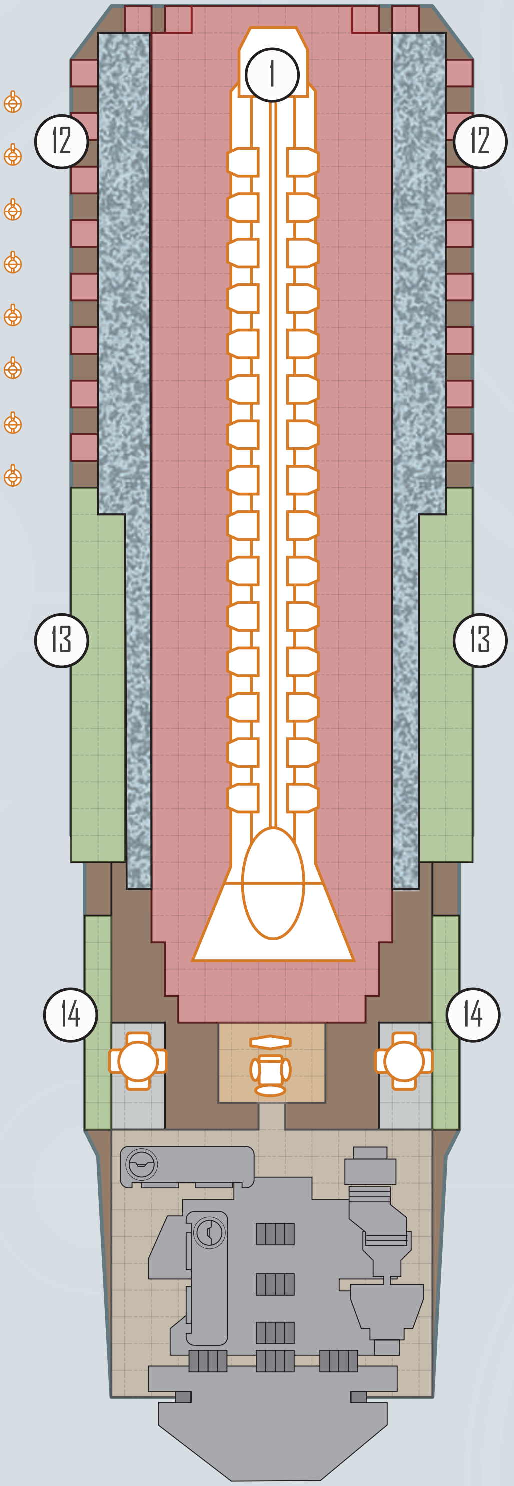
1 sq. = 5 ton



DECK 1

1. Spinal Mount Railgun
2. Docking Spaces
3. Railgun Slugs
4. Medium Mass Driver Bays
5. Mass Driver Projectile Slugs
6. High Efficiency Batteries
7. Fuel Processor
8. Workshops
9. Armoury
10. Barracks
11. Full Hangar

1 sq. = 5 ton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🟧 Command
🟥 Weaponry
▨ Engineering
🟩 Accommodation

DECK 2

12. Particle Barbettes
13. Standard Staterooms
14. High Staterooms

ESLYAT SPARKLE SHIP-OF-THE-LINE

TL11		TONS	COST (MCr)
Hull	80,000 tons, Close, Reinforced	—	5400
	Radiation Shielding	—	2000
Armour	Crystaliron, Armour 11	11,000	2970
M-Drive	Thrust 5	4,000	8000
J-Drive	Jump 2	4,005	6007.5
Power Plant	Fusion (TL8, reduced size x3), Power: 72,000	5,040	3780
Fuel Tanks	J-2, 8 weeks of operation	2,543	—
Bridge	Holographic Controls	60	500
	Command Bridge, Holographic Controls	80	750
Computer	Computer Core/60 (primary)	—	75
	Computer Core/50 (backup)	—	60
Sensors	Military Grade	2	4.1
	Distributed Array	4	8.2
Weapons	Particle Accelerator Spinal Mount (6DD)	21,000	6000
	Large Missile Bays (reduced size x3) x6	2,100	1125
	Large Torpedo Bays (reduced size x3) x6	2,100	270
	Medium Mass Driver Bays (long range, reduced size) x6	540	630
	Medium Particle Accelerator Bays x24	2,400	960
	Particle Barbettes x250	1,250	2000
	Triple Turrets (long range pulse lasers) x250	250	1187.5
Ammunition	Mass Driver Projectile (200 slugs)	800	—
	Missile Storage (2,880 missiles)	240	—
	Torpedo Storage (720 torpedoes)	240	—
Systems	Fuel Scoops	—	1
	Fuel Processor (10,000 tons/day)	500	25
	High Efficiency Batteries (Power 16,000)	400	40
	Armoury	71	17.75
	Barracks (200 troops)	400	20
	Brigs x4	16	1
	Briefing Rooms x4	16	2
	Assault Capsules x1,000	500	50
	Medical Bays x8	32	16
	UNREP System (800 tons/hour)	40	20
	Workshops x27	162	24.3

Crew

Captain, Officers x86, Pilots x23, Astrogator, Medics x8, Maintenance x53, Engineers x125, Ship's Troops x200, Administrators x26, Gunners x432

Hull: 48000

Running Costs

MAINTENANCE COST

MCr3583887/month

PURCHASE COST

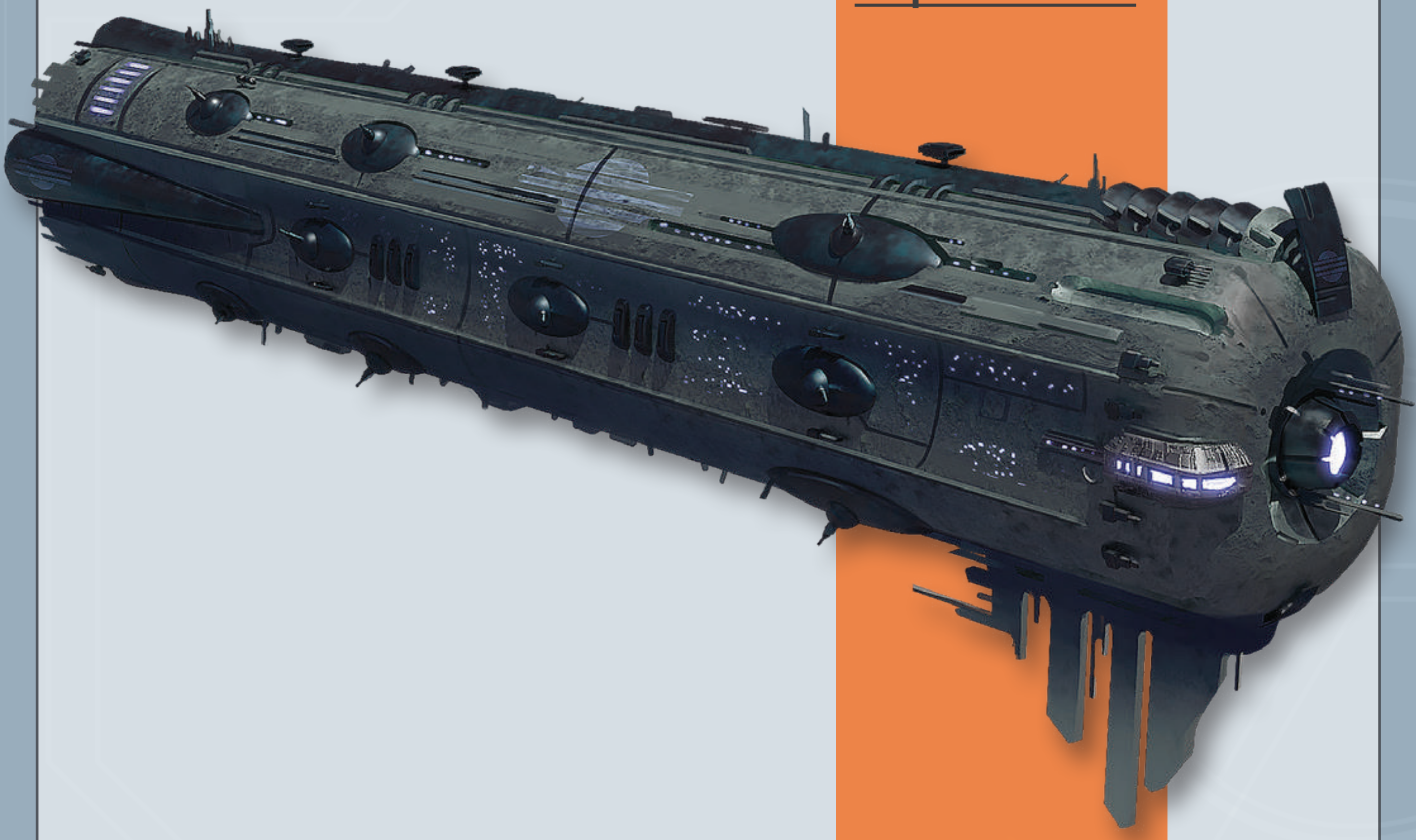
MCr43006.645

Power Requirements

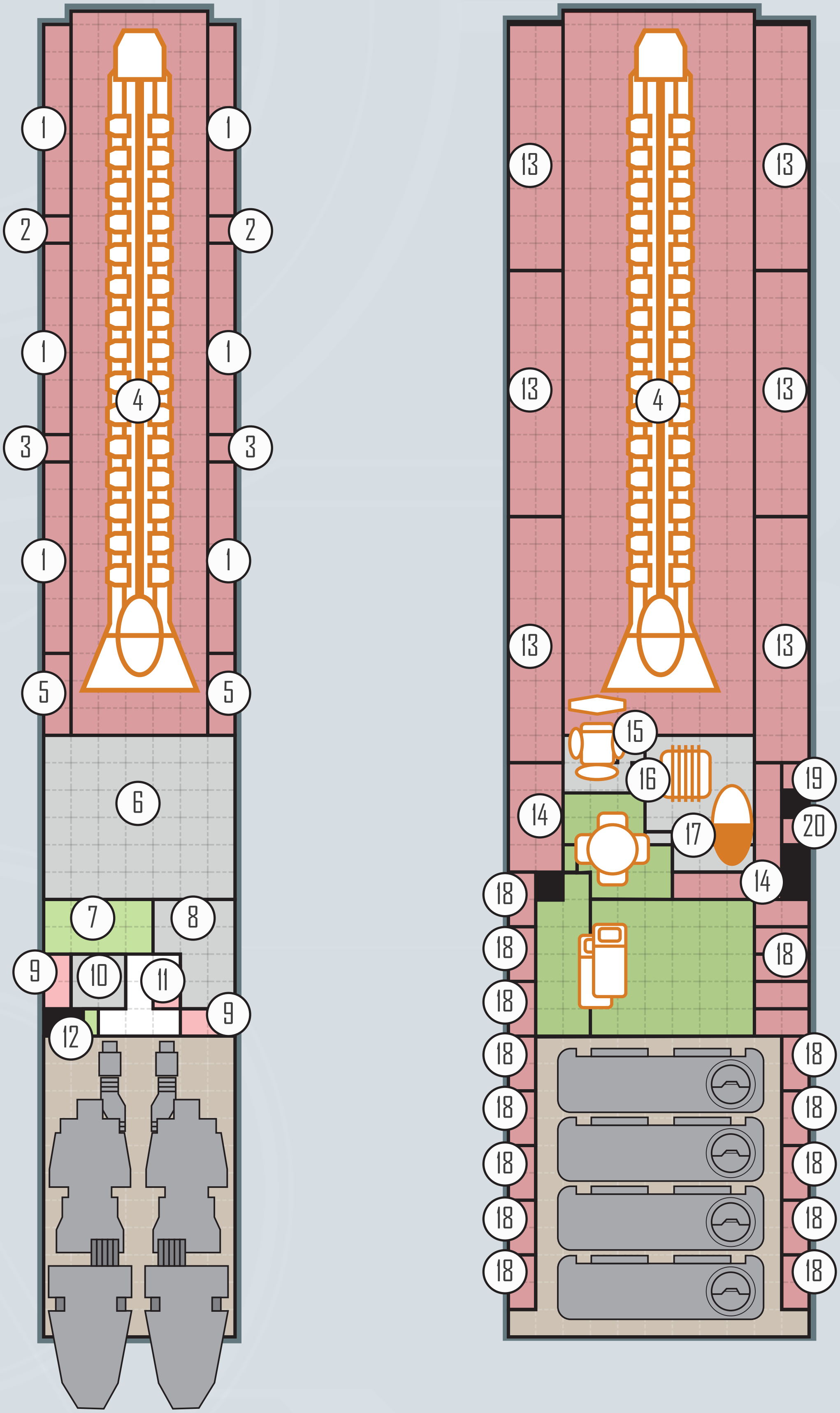
Basic Ship Systems	16000
Manoeuvre Drive	40000
Jump Drive	16000
Sensors	4
Weapons	14176

Craft	Docking Spaces (10 tons) x20	220	55
	Full Hangar (1,000 tons)	2,000	400
	Type-E Fighters x20	—	133.795
Staterooms	Standard x370	1,480	185
	High x93	558	77.4
	Luxury x3	30	4.5
	Low Berths x60	30	3
Software	Manoeuvre/0	—	—
	Library	—	—
	Evade/2	—	2
	Advanced Fire Control/1	—	12
	Battle System/1	—	18
	Electronic Warfare/1	—	15
	Launch Solution/2	—	12
	Virtual Crew/0	—	1
Common Areas		466	46.6
Cargo		760	—

Eslyat Sparkle Ship-of-the-line



1 sq. = 50 ton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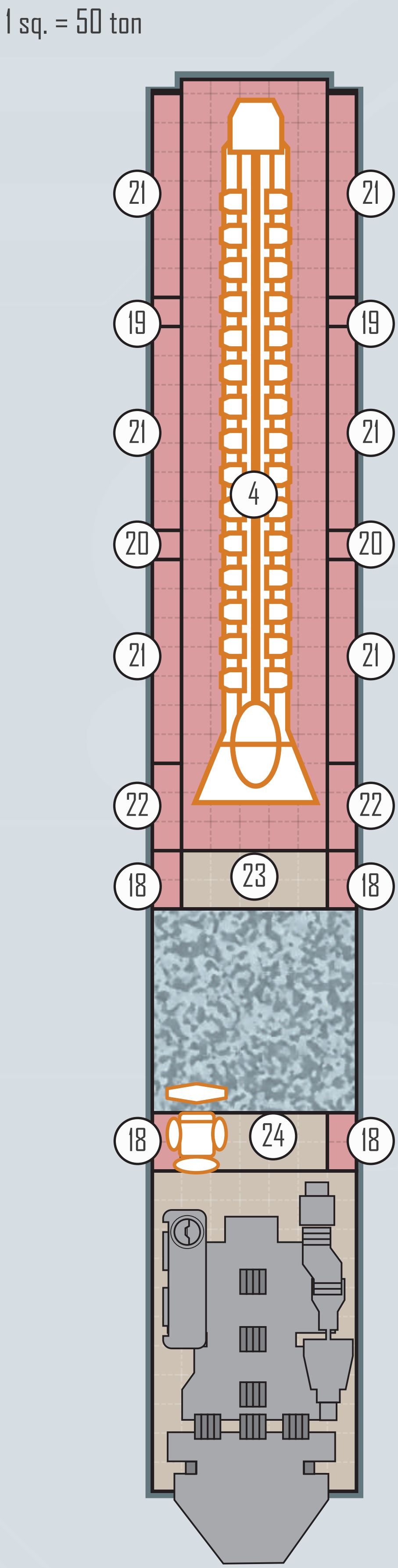
DECK 1-2

DECK 3



DECK 4-5

1. Large Torpedo Bay
2. Particle Barbette (deck 1 and 4 only)
3. Triple Turrets (deck 1 and 4 only)
4. Spinal Mount
5. Torpedo Storage
6. Full Hangar
7. Barracks
8. Assault Capsules
9. Medium Particle Bay
10. Craft Docking Space
11. Armoury
12. Brigs
13. Medium Mass Driver Bays
14. Medium Mass Driver Projectiles
15. Sensors and Distributed Array
16. Briefing Rooms
17. Workshops
18. Medium Particle Accelerator Bays
19. Particle Barbette
20 Triple Turrets
21. Large Missile Bay
22. Missile Storgae
23. Fuel Processor
24. High Efficient Batteries

🟫 Command

🟥 Weaponry

⬜ Engineering

🟩 Accommodation

RUMOURS AND LEGENDS

These rumours may or may not be true. They exist as seeds to an adventure or colourful background to the Vanguard Reaches.

D66	Rumour	D66	Rumour
11	A new corporation no one has heard of just received the contract for port security at Anhinga.	41	If you know the right people, you can get cured of Emerling Plague on Blijan but it will cost you.
12	The Zhodani are giving technical and military aid to the Eslyat Magistracy.	42	The Golden Sovereign of Hoganas controls aging with transplants from clone bodies.
13	The God-emperor Aurelio of Castrum is a robot.	43	The Emerling Plague is a Zhodani bioweapon.
14	There is a fruit on Cabranidi that can be used to make anagathics.	44	Drieglechzhen is home to a race of crystalline beings created by the Ancients.
15	The Eli are proxies for the Hyperion League.	45	The Eli are proxies for the Trelyn Domain.
16	The Murians are not as peaceful as they appear.	46	Everyone on Issoudun is a cannibal.
21	Grand Duke Laram of Trelyn has contracted Emerling Plague.	51	The Jarnac Pashalic is planning to annex the rest of its subsector very soon.
22	The Eli's main base is all the way out at Digenis Akritas.	52	The Eslyat are building up forces at Denmordan to attack Kajaani.
23	Telleria is accepting military and technical help from Eslyat advisors.	53	Jorhat is a pirate lord based on the world named after him.
24	There is no plague on Quillon but there are Ancients ruins under the ice.	54	Guimaca is going to start conquering worlds on the Diadem Main, starting with Queue.
25	Harmony was behind an attempted assassination of the leader of Lithopaga.	55	All gas giants at Finzi's Niche are mined, so you had better pay the tolls.
26	Hyperion Lines is trying to buy a controlling interest in the starport authority on Claudet.	56	There is a sector-wide Freni underworld run by a secret seventh subspecies.
31	The Eslyat have gathered an invasion fleet around the outer gas giant of Denmordan.	61	An underground Ancients site on Drenalch has the power to control its red giant sun.
32	Huad Yai is interdicted because there are asteroids full of old artefacts floating in the belt.	62	The Emerling Plague is an Ancients bioweapon.
33	The Altarean world of Portal contains a gate to a distant part of the galaxy.	63	Pernikka is building an army of clones to take control of the Triumvirate worlds.
34	A rogue world in the coreward wisps of the Helix Nebula is full of heavy metals.	64	The Murians are studying the humans of Matemoris as part of a long-term experiment.
35	The red giant Gennaken could go supernova at any moment, destroying Puelche.	65	Aslan *ihatei* have set up an enclave in the deep jungles of Xiao.
36	Trelyn, Corella and Kajaani are plotting to pre-emptively attack the Eslyat Magistracy.	66	For a half million Credits, you can get a cure for the Emerling Plague.

INDEX

Acrux Heavy Cruiser 11
Aioaoa 98
Aliens of The Beyond 72
Alriyhkauwa 342
Altarean External Exploration Service Scout 194
Altarean External Trade Service Merchant 194
Andwella 265
Apollo Battlecruiser 215
Apparos 158
Arcturus 337
Asgari 347
Aslan Expeditionary Era 3
Atlantis 133
Aubusson 320
Aueaiai 108
Baixing 320
Balleau 102
Barba Amarilla 93
Bar Shellan 147
Bases in the Spinward Extents 2
Beaumonde 93
Beriel 125
Blijan 280
Boreal 299
Bran’s Cage 119
Bruhkarr 98
Cabranidi 322
Caenard 305
Castrum 293
Centrum 119
Charanta 169
Chtanja 257
Chyia Nedlkel 258
Cinhoss 266
Clanheim 163
Corella 113
Cotinga 324
Creswell Crags 342
Dacadad 163
Delcorre 170
Delta Base 153
Denmordan 306
Digenis Akritas 300
Dlieblafia 287
Dragon Destroyer 34
Drieglechzhen 311
Dysitin Prime 271
Easakhou 153
Efflung 158
Elliador 307
Emerling 272
Enterprise 301
Eromnek 159
Eslyat Sparkle 354
Eteasteah 178
Eufalag 327
Finzi’s Niche 293
Freni Language 244
Freya 120
Fyalraiea-class Pinnace 181
Gaadee Transport 12
Gaja Assault Boat 12
Garr 114
Gateway 138
Ghost Spy Boat 12
Goal Terminus 163
Goblin’s Planet 164
Gonzo 159
Governments of The Beyond 6
Gryphon Heavy Fighter 12
Guimaca 294
Gwydion Strike Fighter 12
Gyatsa 267
Haes 159
Harmony 326
Hejaz 313
Hoatzin 346
Hoganas 315
Htoleakh 178
Htyerle 295
Huad Yai 274
Hyperion 302
Hyperion League 206
IGS Discovery Science Ship 226
IGS Explorer Science Ship 226
IGS Runabout 226

Inchusela 281
I'Sred Fireship 26
I'Sred*Nihil 125
Issoudun 259
Jarnac 350
Jeremiah 121
Jorhat 288
Kajaani 329
Karelian 275
Katanga 102
Katar Light Fighter 62
Keshto 133
Khiiszarbi 160
Khteiaueaou 180
Khtesiai-class Spy Ship 181
Knight Commanders 60
Layeaukhtyei 180
Liberty Hall 98
Lilith 94
Lod 129
Lyheric 134
Mal'Gnar El 108
Mapepire Balsayn 94
Mapepire Viper Interceptor 40
Marrakesh 109
Matemoris 338
Maya 276
Mefebit 154
Melvina 334
Mercuras 147
Mule Utility Tug 62
Murian Pulse Laser Bay 193
Nakris 143
Nekro 144
Nemesis 122
Nessuro 316
Nielkladlief 289
Organisations of The Beyond 47
Outstanding Questions 87
Pernikka 330
Planetary Operations 345
Pre-Aslan Era 3
Pritchard 109
Qiazianchezh 290
Rumio 311
Sabre Pinnace 62
Salin 122
Sant Rabloes 148
Sastri 126
Scimitar Frigate 63
Settlement Era 3
Shalukin 126
Shikhyuryatre 129
Ship-of-the-Line 354
Siren 170
Springbok Courier 232
Sred*Ni Excursion Boat 26
Sred*Ni Trade Goods 25
Starfighter Starship 63
Stormhaven 148
Storm Knights 50
Stynshayr 308
Taleryushi-class Fighter 181
Tarasca 260
Tartakover 103
Teiykiea 154
The Flying Humans of Mal'Gnar 85
Thoznaen 110
Tiffanye 296
Tizayuca 331
Traxler 295
Treegator 323
Trelyn Vrra 282
Turan 268
Turtsirho 165
Type-E Fighter 352
Type-V Attack Ship 354
Type-X Light Cruiser 354
Uquay 351
Utopia 115
Valhalla 115
Varen's Planet 283
Velnite Elnivar 338
Velva 317
Vroekmozaas 166
Web Edge 130
Whekau 332
Xenogast 150
Xiao 352
Yangikent 104
Yavakrbi 312
Yrfrzhielia 261
Yurletyashi-class Frigate 181
Zydar 135

TRAVELLER

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The Spinward Extents are the border between the familiar and the unknown. Pioneering and adventurous Imperials, Zhodani, Aslan, even Vargr, have reached the Extents; some have dwelt there for centuries or millennia, but they are far from their ancestral homes. Native races have forged their own empires across these stars. In the Extents the daring can make their fortunes, gain fame or infamy, and influence the course of events for entire worlds or distant governments. Alien races, forgotten mysteries, bitter rivalries and great opportunities await under the light of inconstant, giant, and dead stars.

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